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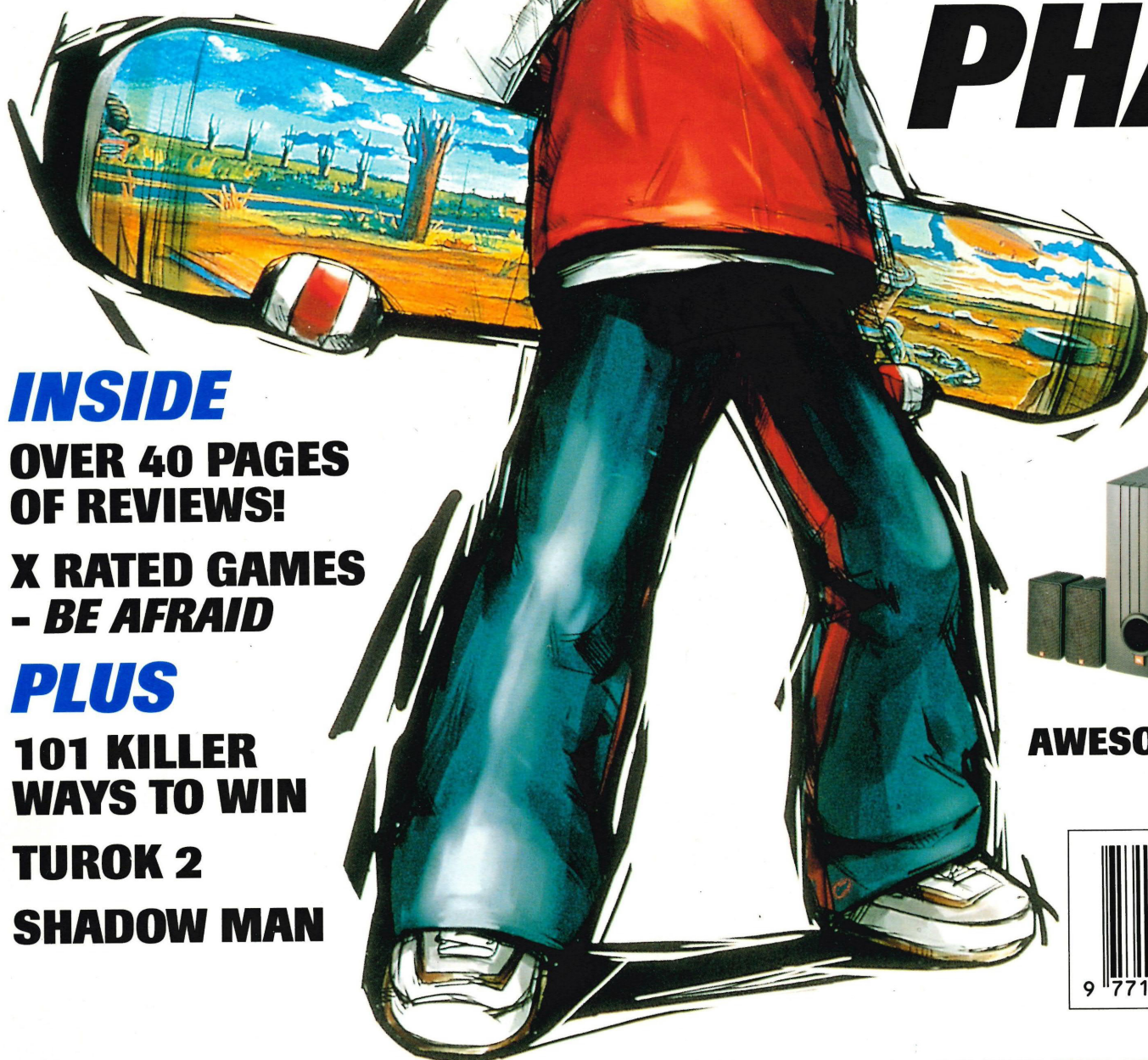
V SIXTYFOUR

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FOR
N64!**

1080°

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PHAT!**



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OF REVIEWS!**

**X RATED GAMES
- BE AFRAID**

PLUS

**101 KILLER
WAYS TO WIN**

TUROK 2

SHADOW MAN



MYSTICAL NINJA YOSHI'S STORY AUGUSTA GOLF FIGHTERS DESTINY NHL BREAKAWAY 98



EAT FRUIT



LAY EGGS



SAVE THE WORLD



A PSYCHEDELIC SURREALISTIC, RUMBLE PAK JIGGERING
CRAZY PATCHWORK QUILT OF AN ADVENTURE

HATCHING THIS EASTER

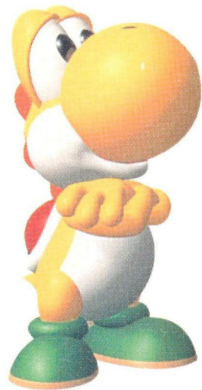
THE FASTEST MOST POWERFUL GAMES CONSOLE ON EARTH

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HI,
YOSH HERE. OOH, AM I MIFFED AT THAT VSIXTYFOUR LOT. GONE
OFF CELEBRATING HAVEN'T THEY, LEAVING ME TO DO THE EDITORIAL, BONE IDLE
LOT THAT THEY ARE. "LIP DANCING AT STRONGFELLOWS," THEY SAID. "BACK
IN TWO HOURS," THEY SAID. "NEED A BREAK," THEY SAID. THEY THINK
THEY'VE GOT PROBLEMS, WELL LOOK AT ME! I'VE ONLY GONE AND BEEN
TURNED INTO CHOCOLATE BY THAT PESKY BOWSER. APRIL FOOLS... I'LL GIVE
HIM APRIL FOOLS. ANYWAY, THEY ASKED ME TO TELL YOU ALL ABOUT THIS
BRILLIANT NEW N64 MAG, BUT I'M RUNNING OUT OF SPACE AND WHAT'S
MORE, I THINK I'M STARTING TO MELT, SO I'D BETTER SCOOT. LIP
DANCING? VERY STRANGE...

LOVE YOSH
XXXXX





VSIXTYFOUR

THE ABSOLUTE KING OF N64 MAGAZINES

PREVIEWS



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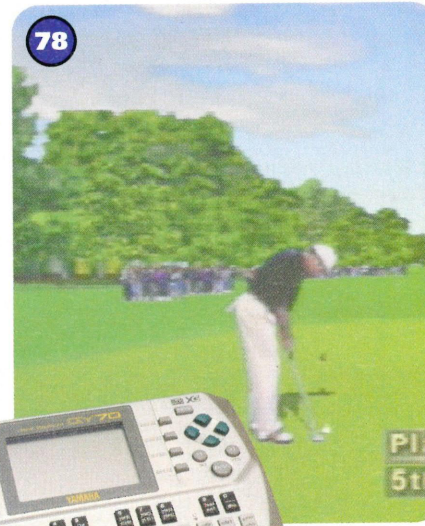
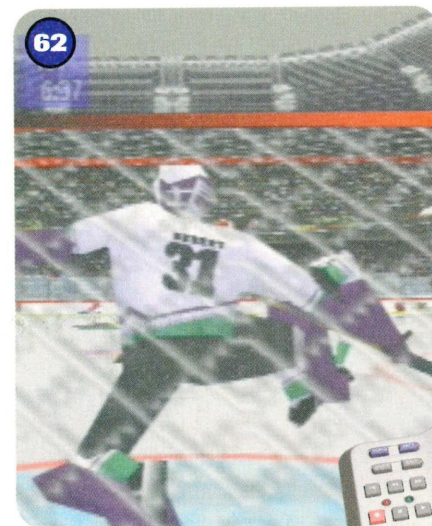
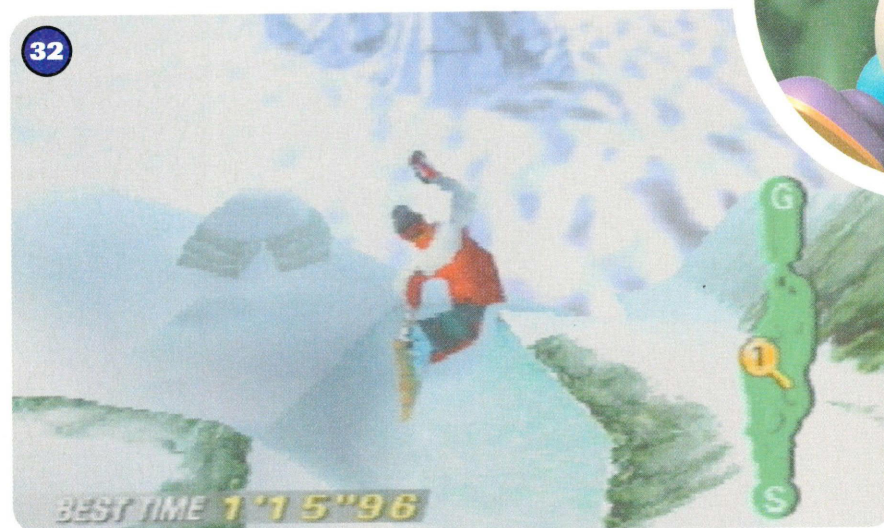
You'd be barking not to take advantage of our amazing subscription offer.

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Your definitive guide to the most powerful console on Earth.

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More cheats than you can shake a stick at.



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on page 16

WIN!

Damn, are we giving away some top blags this month! For more details see page 86



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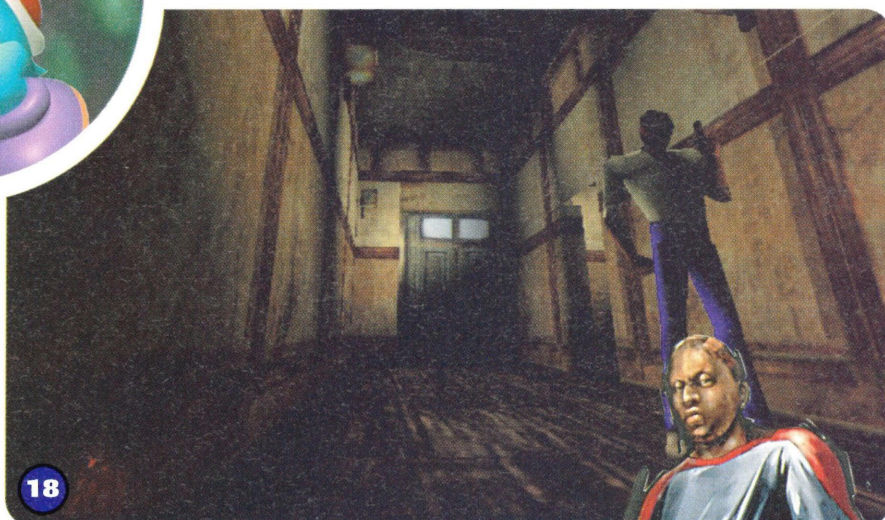
VSIXTYFOUR attempts to get to grips with this nonsensical Japanese pastime.

Sim City

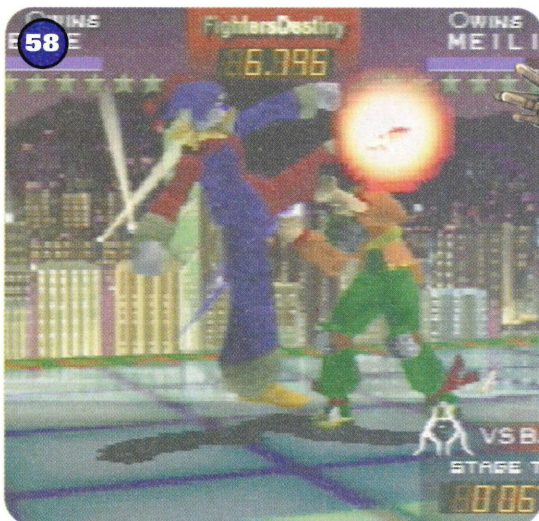
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Budding town planners take note: the ubiquitous construction sim is here... in Japanese. Uh huh.

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SCENE 64

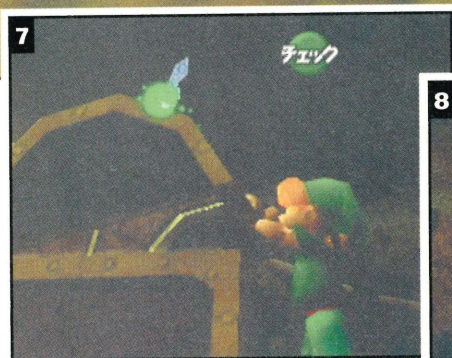
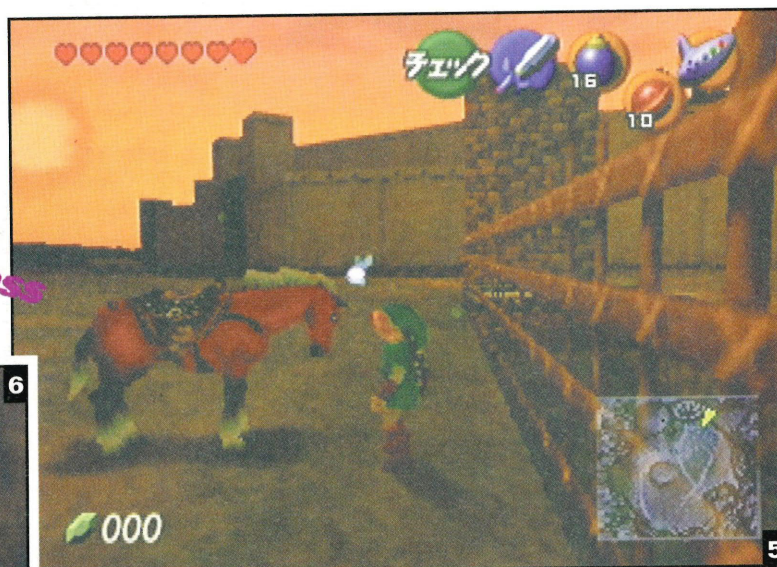


ZELDA EXCLUSIVE SCREEN SHOTS

Just as the mighty VSIXTYFOUR was off to the printers, in came these awesome new Zelda screen shots, revealing yet more of the game's secrets.

Yes, yes, they undoubtedly look fantastic. But for God's sake just give us the game! No more screen shots, do you hear?

Stop the Press



- 1 When Link defeats enemies they turn into rupees.
- 2 Danger lies around every corner.
- 3 The path ahead is blocked by the deadly 'Statula'... prepare for battle.
- 4 The sun rises over a pasture whilst Link reigns in his trusty steed. Lighting conditions alter as time passes.
- 5 It's now sunset in the same pasture. Note the difference in ambient light between sunset and sunrise.



- 6 After defeating the 'Deku Baba' plant, Link discovers a treasure chest. Check out those shafts of light.
- 7 Link carefully opens the chest.
- 8 Link peers inside... what secret could the box hold?

RARE GROOVE Word on the street is that Rare is secretly developing a Tekken-style beat-'em-up. When VSIXTYFOUR put this to Rare's Simon Falmer, he responded with "You 'avin a laugh?". But we weren't. He denied any involvement in a beat-'em-up. But we're not convinced.

RACE ACE Automobili Lamborghini fans will be happy to hear that Titus have already begun work on a sequel. Let's hope they address the flaws of the first game. More news as soon as we get it.

ZELDA'S ALL GOLD Not all that glisters is gold, they say. Stuff 'em, say us, because

the long-awaited *Zelda 64* will come complete with gold-effect cartridge – and we think it's gonna glitter large style.

MAKE IT SNAPPY PlayStation mascot Croc is heading for the 64 courtesy of Argonaut Software. You know them, they developed the SF chip for the SNES and,

more recently, Croc for the PlayStation and Saturn. Apparently Croc was originally to appear on the 64, but when Argonaut saw Mario 64 they thought: "Sod that for a game of soldiers," or words to that effect. Croc 2, on the other hand, is apparently a vast improvement over the original.

64DD LAUNCH UNCERTAIN

The upcoming add-on's US and European release is still on shaky ground

Although the Japanese release date for the much ballyhooed and anticipated add-on is pencilled in for this June, Nintendo are still unable to confirm when, or if at all, Western gamers will get to see it.

Nintendo of America's marketing honcho George Harrison (no, not that George Harrison) said: "The 64DD is launching in Japan this summer, and we'll see how it performs there." He added: "The 64DD will probably still arrive in North America this fall. But you could say, based on our past launch history, that the date could slip."

VSIXTYFOUR can't disagree – previously, Nintendo talked of a US debut at E3 this May with a definite Autumn launch.

Nintendo's problem is an acute lack of killer apps for the platform, or to be more precise, a lack of apps altogether. Looking at the history of add-ons as a whole, the field is littered with outright failures: Sega's 32X, Jaguar CD, Sega CD and, closer to home, the Super Game Boy.

If Nintendo is lacking at least a few prospective blockbusters at launch, the 64DD has little chance of catching the public's imagination.

Obviously the taste of the average Japanese gamer is slightly different to that of his Western counterpart. The Japs may well be dribbling in their trunks at the prospect of 64DD *Pocket Monster Stadium* or indeed Polygon, Talent and whatever – but who can honestly say that their idea of a perfect night's gaming would be to digitise one's face onto a game character's head and then watch the virtual you prancing around on screen? Granted, this would undoubtedly raise a few chuckles for a while. But the future of interactive entertainment? In a word, NO!

There's no doubt that, with the right software, the 64DD has enormous potential – but without any, it could well end up in that great add-on graveyard in the sky. And none of us want that, do we?



64DD: we can't wait to get our hands on one, but when will that be?

LOONEY TUNES IN KART-OON CAPER

Warner Bros devotes the world over should be cocking their hoops at news that the Looney Tunes posse are set to come screeching onto the 64 in full Mario Kart/Diddy Kong Racing stylee.

In a deal similar to Sunsoft's SNES tie-in, Ocean/Infogrames have secured rights for Bugs, Daffy *et al* to appear in a series of 64 titles over the coming year.

News is thin on the ground but we know there will definitely be a Kart racing game featuring the toons. Let's hope that's not all, folks!



WANTED
ROCK HARD
ARSE KICKING
SIXTEENTH CENTURY
SAMURAI TYPE
TO RID LAND OF
TYRANT FORCES



DD *Pocket Monsters*: will we ever get to see it in the UK – and do we really care?

SPORT REPORT Our chief shoe-shine boy reckons Codemasters are currently working on at least three 64 titles apart from *Micro Machines*, at least two of which are said to revolve around extreme sports. *Bungee Jumper 64* perhaps? Nah, that'd be just plain stupid.

BEATS THE SIMPSONS? DOH! Our man Joe is waxing lyrical about some cartoon called *Southpark*, which, says the tattooed one, eclipses even *The Simpsons* in the hilarity stakes. We're not so sure. But Acclaim have the rights to bring this 'next big thing' to the 64. You may not be

excited now, but, apparently, you should be. **RALLY PALLY** We loved *Top Gear Rally*. A lot. So it's happy days at VSIXTYFOUR Towers 'cos Kemco have already launched head first into a sequel, bless 'em. Expect graphics of a much-better-than-the-first nature and improved multi-player mode.

GET PISTE Not yet off the piste and Atlas have already begun work on a sequel for *Snowboard Kids*. Whatever next? *Snowboard Kids III*, probably. **WAIT FOR WIPEOUT** Liver Birds Pysgnosis know a good bet when they see one. That's why they're working away on several N64

Release dates

VSIXTYFOUR's round-up of what Nintendoids have got to look forward to

TITLE	ORIGIN	DATE	What it's about
Fighters Destiny	UK	5.3.98	Beat-'em-up
Yoshi's Story	US	10.3.98	Platform
Snowboard Kids	US	17.3.98	Snowboarding
Sonic Wings Assault	JAP	31.3.98	Flight sim
Space Dynamites	JAP	31.3.98	Beat-'em-up
Puzzle Dama	JAP	26.3.98	Puzzle
Quake 64	US	25.3.98	3D shooter
Wayne Gretzky '98	UK	30.3.98	Ice hockey
Zelda 64	JAP	31.3.98	3D adventure
Snow Speeder	JAP	31.3.98	Snowboarding
Air Boarder 64	JAP	31.3.98	Futuristic boarding
Battle Dancer	US	20.3.98	Beat-'em-up
Bio Tetris	JAP	31.3.98	Puzzle
GASP	JAP	26.3.98	Beat-'em-up
Gex: Enter the Gecko	US	18.3.98	Platform
Rampage: World Tour	US	01.4.98	Beat-'em-up
1080 Snowboarding	US	02.4.98	Snowboarding
Aero Fighter's Assault	UK	15.4.98	Flight sim
Aero Gauge	US	28.4.98	Racer
Doom 64: Absolution	US	20.4.98	Shooter
Legend of the Mystical Ninja	US	20.4.98	3D adventure
NBA Court Side	US	28.4.98	Basketball
NBA Power Forward	US	20.4.98	Basketball
NBA Pro '98	UK	30.4.98	Basketball
Quake 64	UK	30.4.98	Shooter
Virtual Chess	US	02.4.98	Chess
Yoshi's Story	UK	03.4.98	Platform
All-Star Basketball '99	US	27.5.98	Basketball
GASP	US	20.5.98	Beat-'em-up
Fifa: World Cup '98	UK	22.5.98	Footie
Forsaken	US	18.5.98	Space shooter
Holy Magic Century	UK	30.5.98	RPG
Major League Baseball	US	26.5.98	Baseball
Mike Piazza's Strike Zone	US	12.5.98	Baseball
Reckin' Balls	US	06.5.98	Racer/Platform
Superman 64	US	20.5.98	3D adventure
Aero Gauge	UK	01.6.98	Futuristic racer
Conker's Quest	UK	01.6.98	3D adventure
Cruisin' World	US	30.6.98	Racing
Mission Impossible	US	20.6.98	3D adventure
Mortal Kombat 4	UK	25.6.98	Beat-'em-up
Quest 64	US	20.6.98	RPG
Wetrix	UK	25.6.98	Puzzle
Banjo Kazooie	UK	01.7.98	3D adventure
Cruisin' World	UK	01.7.98	Racer
I.S.S. 64	UK	30.7.98	Footie
Mission Impossible	UK	20.7.98	3D adventure
Rev Limit	UK	01.8.98	Racer
Tonic Trouble	US	20.8.98	Platform
Action Bomberman	UK	27.8.98	Platform
Castlevania 64	UK	27.8.98	3D adventure
Caesar's Palace	US	20.8.98	Casino Japs
Bio-Freaks	US	20.9.98	Beat-'em-up
Twisted Edge Snowboarding	UK	30.9.98	Snowboarding
Zelda 64	UK	5.10.98	3D adventure
Extreme-G 2	UK	1.10.98	Futuristic racer
F-ZERO 64	UK	28.10.98	Futuristic racer
V-Rally	UK	30.10.98	Rally cross
VR Pool	US	20.10.98	Pool
1080 Snowboarding	UK	1.11.98	Snowboarding
Nuclear Strike	UK	31.12.98	Shoot-'em-up
Road Rash 64	UK	31.12.98	Racer
Top Gear Rally 2	UK	12.12.98	Racer
Turok 2	UK	01.12.98	3D shooter
Donkey Kong 64	UK	30.12.98	3D adventure
Hybrid Heaven	UK	01.12.98	3D adventure



COMFORT YOSHIS

University Challenge contestants take note: forget dusty old Gollywogs and one-eyed teddy bears – Yoshi is the new mascot for the millennium. Whatever your favourite colour, there's a Yoshi for you. Well, as long as it's a primary colour. Ideal for less intellectual types too.

Yoshis, £7.50 each from Computer Exchange – 0171 6362666.

STICKY BUSINESS

I'm going to dress you up in my love, shrieked Eighties pop sensation Madonna way back in 85. And now, thanks to XS Gamewear, 64 owners everywhere can wait that very same message. To their console, that is.

Show your most beloved of possessions just what it means to you by slipping it into an alluring Console Graphics Kit. Choose from plain silver, gold, or full England World Cup 98 livery. What's more, according to the blokes at XS, you'll soon be able to choose from a whole host of Premier League sets. Coo, just think, your very own Bamsley FC Nintendo. Hmmm...

Console Graphics Kits, £9.99 each from XS Gamewear – 0800 7315063. Or get one for nowt when you subscribe to VSIXTYFOUR – see page 74.

FREE
console sticker
when you subscribe
to VSIXTYFOUR

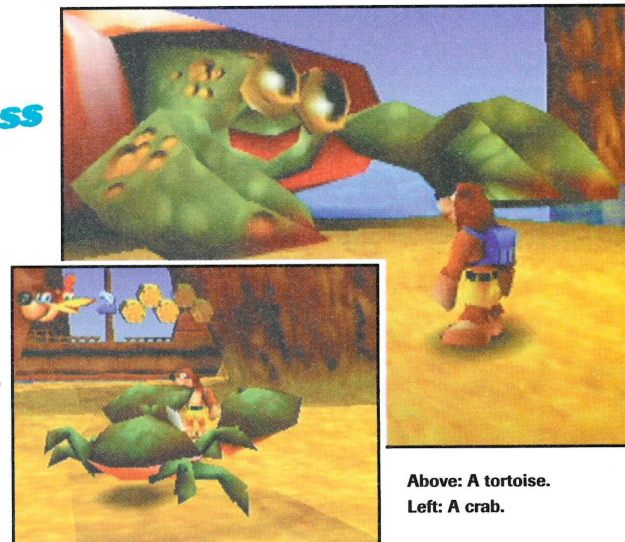


EXCLUSIVE: HOT NEW BANJO



No sooner had our printer set off up the M1 than these blinding Banjo Kazooie snaps turn up. Back you come, Mr. Printer man.

Apologies for the poor captions (our caption writer had sloped off early doors meaning Gwendoline the cleaner had to do them).



Above: A tortoise.
Left: A crab.

titles, one of which is definitely *Wipeout*. Equally definite, however, is that it won't see the cold light of day until early 99.

FULL FORCE Although *Tomb Raider* is out of the question, Eidos are converting their 3D beat-'em-up *Fighting Force* to the N64. The *Final Fight*-type scrapper was quite a

hit on the Playstation last year but the Nintendo version is said to take full advantage of the 64's filtering effects and analog stick. Expect a preview soon.

FORM A LINE FOR NFS Electronic Arts is set to release *Need for Speed 64* later this year. The title, likely to show at E3 in

May, is being programmed by none other than Paradigm Entertainment – makers of the forthcoming F1 sim, *World Grand Prix*. **LOAD OF BALL?** News just in: if our sources are correct then MGM are working on a huge title. All we've been told is that it's based on a 70s film starring James Caan.

Hmmm, couldn't be *Rollerball*, could it? **N64's TOPS FOR RPG** By next year the N64 should be the console of choice for RPG devotees. Enix have started work on a role player but are saying no more. Let's just say the words 'Act' and 'Raiser' spring to mind. Now that would be nice.

NINTENDO TOP US CHARTS

The Big N' blow PlayStation out of sight

Our trans-Atlantic buddies are just Yankee doodle dandy over Mazza and his mates. Nintendo 64 software dominates the 97 software sales figures. Not one PS title in the top five! Mario is on the march in Deutschland too as a joint 64 and Gameboy pincer movement blitzed Playstation software sales out of sight during 97. Nintendo titles topped the charts from January to November.



Mario tops the charts

Top ten Teutonic software sales for 97 Source: GFK

- 1 Super Mario 64
- 2 Super Mario Kart 64
- 3 Wave Race 64
- 4 Super Mario Kart (SNES)
- 5 Smurfs II
- 6 Mario Land (Gameboy)
- 7 Mario Land 2 (Gameboy)
- 8 Mario Land (Gameboy)
- 9 Formula 1 (PS)
- 10 Tekken (PS)

Top ten US software sales for 97 Source: TRST data

- 1 Mario Kart 64
- 2 Star Fox 64
- 3 Super Mario 64
- 4 Diddy Kong Racing
- 5 GoldenEye
- 6 Final Fantasy VII (PS)
- 7 NFL GameDay '98 (PS)
- 8 Shadows of the Empire
- 9 Madden NFL (PS)
- 10 Crash Bandicoot (PS)

BIKE TO THE FUTURE 2

No sooner have our cheeks stopped wobbling than Probe are on with a sequel

Extreme-G 2 is well under way with an October release date expected. Taking the criticisms of the first game into account, the sequel is set to take the game to a whole new dimension.

The 128M cartridge will feature 32 new tracks, 16 bikes, an improved front end, new lighting effects, plus an entirely revamped weapon system. If that's not enough, expect short-cuts that can only be discovered by blasting holes into scenery and greater view depth due to the fog being 'pushed back'. We can't wait.



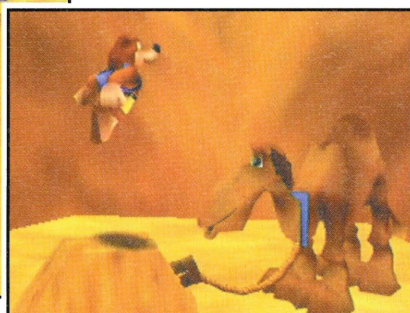
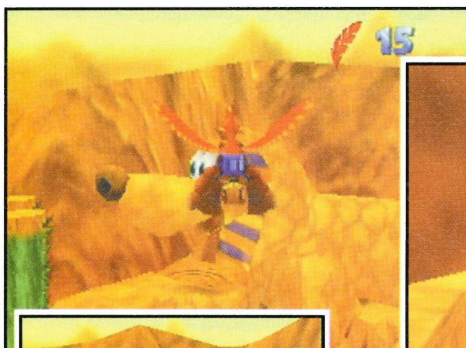
WANTED
ROCK HARD
ARSENAL
SIXTEENTH CENTURY
SAMURAI TYPE
TO BURN LAND OF
RANT FORC



GAME BOY



KAZOOIE SCREEN SHOTS



Above left: A flying bear with a bird on its back (!?).
Left: Erm, a pyramid?
Above right: Massive camels? This is nuts!

More on, erm, Bingo Kawasaki next month. Can I finish the hoovering now? Love, Gwen. xxx

Legend of Zelda: Ocarina of Time

Publisher **Nintendo** Genre **RPG** Expected Release **Late 98**

Prepare to prick up your elfin ears...

The agonising wait is almost over. *Legend of Zelda: Ocarina of Time* is primed to descend from gaming heaven sometime in April or May. The most talked-about Nintendo title since Mario 64 is currently undergoing beta testing at Nintendo HQ and looks set to redefine the term 'interactive entertainment'. But to wet your already moist appetite, take a butchers at these latest in-game snaps.

LINK TAKES ON THE TEK TITES

1. "HMM, GORON MOUNTAIN RANGE, TWO MILES. JUST HOPE THERE AIN'T ANY OF THOSE PESKY TEK TITES ROUND HERE."



2. "GADZOOKS!" (WELL, OF COURSE LINK DOESN'T SWEAR.) "THE PLACE IS LITERALLY CRAWLING WITH HALF SPIDER, HALF CYCLOPS ABOMINATIONS. LEG IT!"



3. "CRIKES! A DEAD END. COME ON TRUSTY SLING-SHOT, DON'T FAIL ME KNOW."

4. "KAROOKA! I'M SURROUNDED! TIME TO GET OUT MY DENKOU BOO, THAT'LL SHOW 'EM."



"TAKE THAT!"



"AND THAT!"

"OH BUGGER!" (PARDON LINK?)



TO BE CONTINUED...



LINK FINDS STATUES OF THE ARMOS KNIGHTS

1. "IF I'M NOT VERY MUCH MISTAKEN, THESE ARE THE LOST STATUES OF THE ARMOS KNIGHTS."



2. "NOT SO FAST, FRIENDLY STONE THING!"

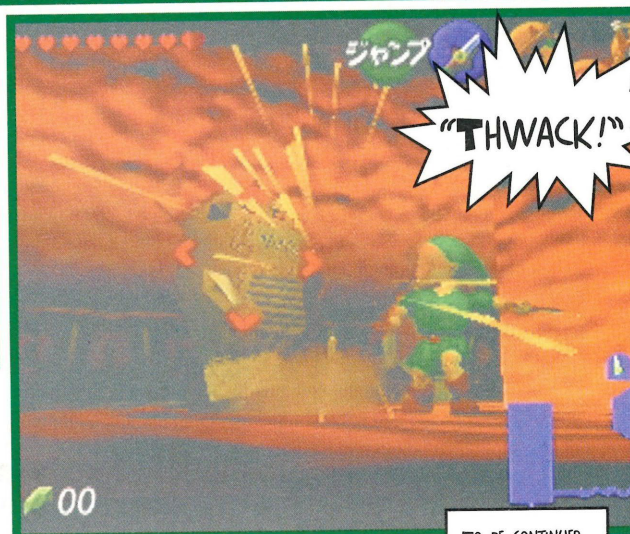
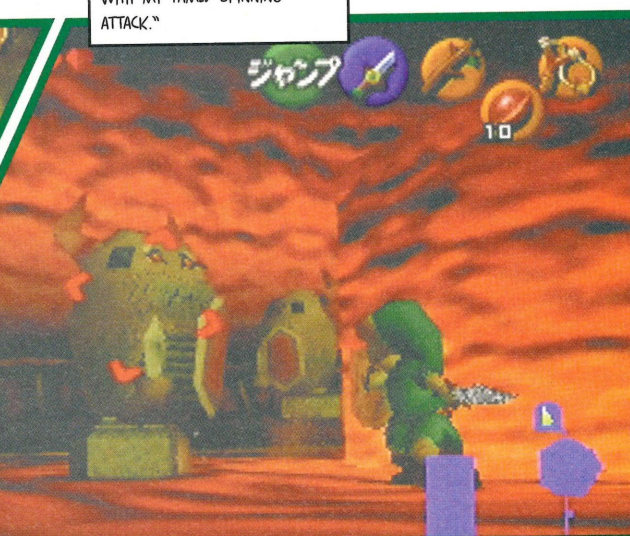


3. "WOO-HOO! A DIRECT HIT!"

4. "HOW DO YOU LIKE THAT, RUBBLE FEATURES?"



5. "NOW TO FINISH HIM OFF WITH MY FAMED SPINNING ATTACK."



"THWACK!"

TO BE CONTINUED...

Holy Magic Century

**Polish your staff
and dust down
your cloak.
Adventure
awaits...**

Publisher Konami Genre RPG Expected Release May 98

Spring



Role Players. Dance a joyous jig of delight 'cos there's a three-pronged injection of adventure coming your way: *Mystical Ninja*, *Zelda* and now Konami's *Holy Magic Century*.

The story follows the tale of Shanjaque and his two companions. Now Shanjaque isn't your everyday whipper snapper, he's been appointed as a guardian of humankind and as a result has been bestowed with the power to conjure up all manner of mystic spells. We're not just talking minor league magic here either – we're talking about the ability to control all four nature spirits; earth, water, fire and air.

The recipient of all this sorcery is, of course, the villain of the plot: the odious Master Wizard. By all accounts this bloke's a right nasty piece of work and it came as no surprise to the inhabitants of Setland Islands when the scoundrel did a runner with the *Mystical Volume of the Spirit Tamers* (eh?), throwing the place into darkness and sending the spirit world into chaos. (Look, it's not us dreaming up this nonsense.)

Anyway, that's the mythical plot-by-numbers out of the way, so what about the game? Well, all this skulduggery and



counter-skulduggery takes place in a gigantic 3D environment (Setland Islands) incorporating three large countries: Angulus, Stornia and Velagoon. The landscapes contained therein are pretty much standard fayre for RPGs; forests, castles, towns, ports, etc. You get the picture. One of the best elements, however, is the dynamic time element, or in other words, when it's night, it gets dark and when it's day, it's light. Just like real life, in fact.

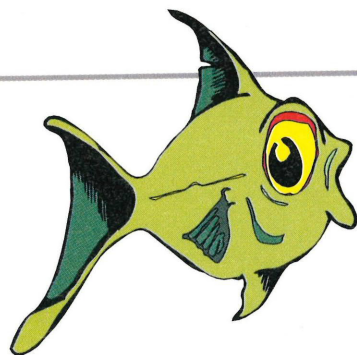
Graphically, HMC is a bit of a stunner



with a high level of detail both scenery and character-wise. Expect to meet and interact with literally hundreds – well 200 actually – of differing bods from which you can glean information vital to the completion of your quest.

Unlike *Zelda* and *Mystical Ninja* the game is not an action-RPG, with battle sequences being of the turn-based variety as opposed to the skill-dependent variation. There tends to be two trains of thought as to which style of RPG produces the better game. We at **VSIXTYFOUR** go with the action-based system every time, but it's all down to preference. Nevertheless, *Holy Magic Century* looks set to be warmly welcomed into the plump bosom of essential 64 software. More next issue.





Bass Hunter 64

Publisher Take 2 Genre Er, fish Expected Release Winter 98



Is Take 2's J R Hartley simulator set to make a splash?

Contrary to what the title may suggest, *Bass Hunter* has absolutely nothing to do with one dude's quest for the panacea in phat booming beats – sadly, it's actually about one man's search for stinky, slimy fish, or to be exact, stinky, slimy fish of the Bass variety. Pity. Anyway, best make do with what we've got. And what have we got? Well, it's one of those sea food

simulators that both the Americans and Japanese seem to be, strangely, drawn towards. *Bass Hunter* puts would-be maggot handlers into the water-tight boots of a rookie angler who must then enter several contests and ultimately catch the fattest fish.

You're not completely thrown in the deep end though – you've got a mentor who teaches you the way of the rod,

thoroughly preparing you for the ultimate cast-off against the best of the best. A kind of *Karate Kid* by the riverbank, if you like. It would seem unlikely that *Bass Hunter 64* will get a UK release, but, when all's said and done, do we really care? Probably not.



California Speed

The follow-up to *SF Rush* is under development for the 64

Publisher GT Genre Racing Expected Release Autumn 98

This West coast racer only recently made its arcade debut at the ETE show but development is already under way for the 64. *California Speed* was developed primarily as a *Cruis'n World* killer. The two games are not unlike, but *Speed* offers prettier graphics, more cars and tracks (16 courses and vehicles in all), more options and better control.

Backdrops include deserts, mountains, beaches, malls, golf courses, roller coasters and even a UFO. Just how this 3D FX driven speedster will translate remains to be seen, but don't expect the home version until the end of the year.



F-Zero X

Publisher Nintendo Genre Racing Expected Release June

F for fast, **ZERO** for no gravity and **X** for, er, Xmas?
Don't be silly, it's going to come out before then. Isn't it?

The chequered flag's raised and the finishing line is in sight for Nintendo's neck-breaking speedster. It's sure going to rock – just check out these latest shots.



1 Falcon closes in on the pack ahead. 2 The White Land 2 course twists and turns far away into the distance. 3 See that track overhead? You were just on it. 4 The gravity-defying Alpha sector. What a rush! 5 A steep-banked curve ahead – don't go too close to the edge. 6 This inverted section'll fill your head full of blood. Don't black out now. 7 "Drivers, start your engines..." 8 See the sky? Well that's the ground.

Run for your lives!
The monsters are a-coming...
and they're not best pleased

Rampage: World Tour

Publisher GT Genre Beat-em-up Expected Release May 98

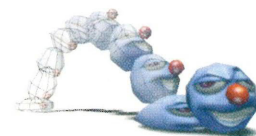
Every self-respecting gamer has, at one time or another, got to grips with Midway's classic arcade game *Rampage*. It's been frequenting home computers, consoles and arcades for more than a decade now, so of course you have. No introduction really needed then – but here's one anyway: You're a man-eating beast whose sole aim in life is to lay waste to cities everywhere without a thought in the world as to how many innocent lives you ruin in the process – in fact, the more the better. And you can, when the urge takes you, team up with

other like-minded human hating monsters for some full-on multi-player action. During the last year both the PlayStation and Saturn have received less than perfect conversions but Midway, in their wisdom, are applying more than a touch of gloss to the 64 version. Major complaints included a multi-player option for two players only, unresponsive control and poor animation. Luckily, the N64 version looks to have addressed all three problems. The world tour kicks off soon with the first gig sometime in May.





Reckin' Balls



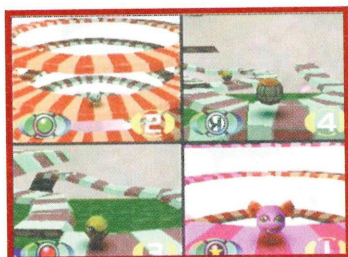
Get ready to tickle Acclaim's off-beat band of bouncy balls

Publisher Acclaim Genre Racing Expected Release May 98

Reckin' Balls is a tricky one to define. It isn't really a platformer, nor is it a racer. For the sake of argument, think of it as a sort of in-betweeny kind of affair. But it does feature lots of peculiar bouncy balls who, as the name suggests, get up to all manner of reckin' antics.

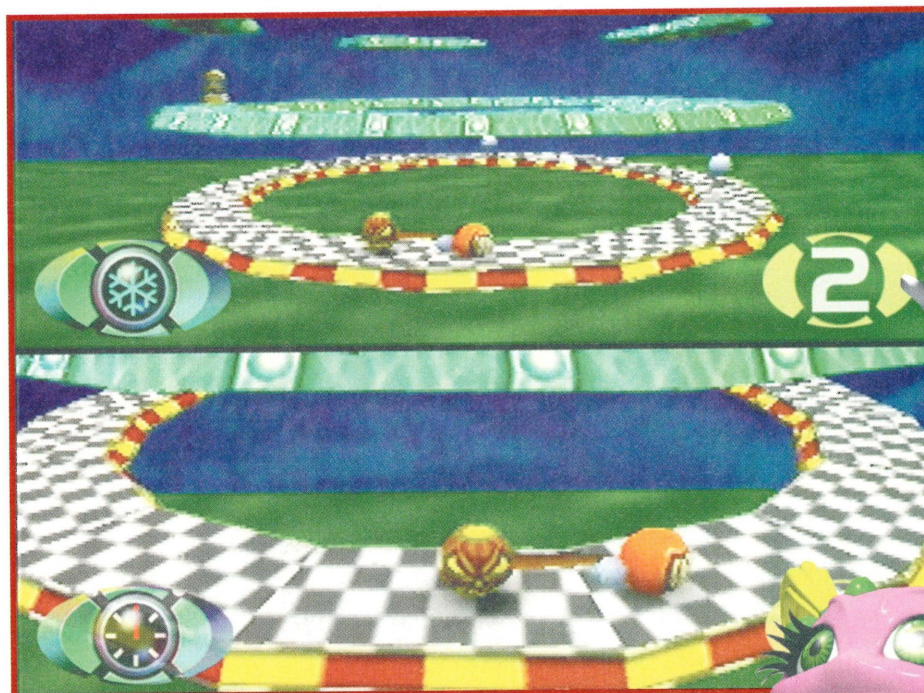
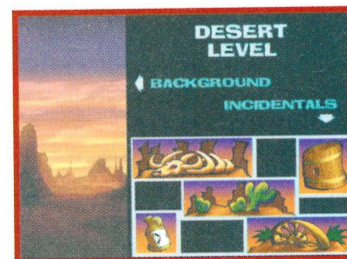
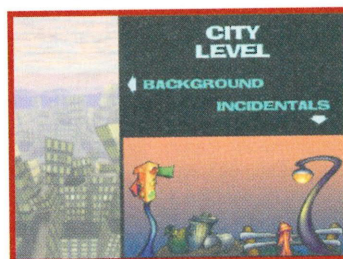
on which you prefer. In battle mode, players use weapons in their quest to be the champion ball: freeze bombs, heat-seeking missiles and reverse controls are just a few opponent-destroying devices.

This madcap blend of puzzle, platform and racing all sounds rather promising. Look out for a preview next issue complete with obligatory testicular innuendos.



The racing takes place on spiralling, vertical tracks that loop around and around, much like those 'B grade' roller coasters that never really scare anyone. But here's the good bit: each ball comes equipped with a grappling hook which shoots from its scalp and is then used to drag it up to the track above.

One to four blobs can speed around the circuits, with the screen splitting either horizontally or vertically depending



Spring



Tonic Trouble

Ubi Soft
ENTERTAINMENT

Publisher Ubi Soft Genre 3D platform Expected Release September 98

More limbless shenanigans from those crazy French guys

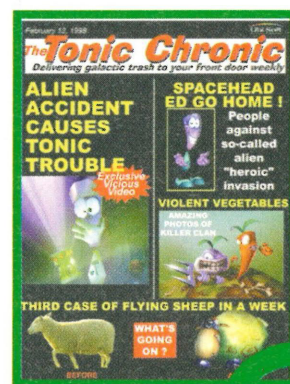
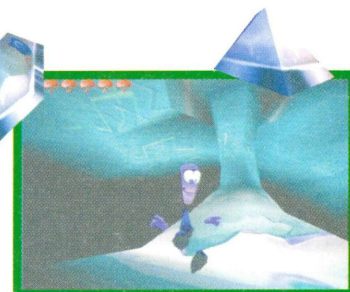
Ubi Soft's side-on platformer *Rayman* introduced the concept of limbless game characters a couple of years ago. The French, being French, have now resurrected the idea with the inception of an extra-terrestrial named Ed, again inexplicably bereft of legs and arms. Fortunately Ed is equipped with hands and feet, but how he makes them move is a mystery that continues to baffle the world of science.

Tonic Trouble looks to be much more than a 3D *Rayman* though, having more in common with the seminal *Super Mario 64*.

For those who insist on an outlandish story to complement their gaming, it goes a little bit like this. Ed is a hapless buffoon who, during a scientific exploration of the galaxy, accidentally drops a mysterious can on Earth. Its contents then cause hideous mutations to humans, animals and plants alike.

To make amends for his folly, Ed is ordered to rescue the can from the megalomaniac Grogh the Hellish, who has harnessed the can's powers and elected himself Master of the Earth.

Adventures ensue as you would expect, encompassing 10 worlds packed full of killer vegetables, upside-down pyramids and magic mushrooms. In his favour, Ed can run, jump, crawl, swim and even fly with aid of a magic bow tie. Nonsense.



Autumn

Buck Bumble

Publisher Ubi Soft Genre Arcade Shooter Expected Release September 98

Introducing the world's first bee 'em up

the Spectrum. Developed by Jez San's Argonaut Software, *Buck Bumble* looks vastly superior, and is effectively a 3D action shoot-'em-up more in the mould of *Star Fox*.

As the titular honey-producing insect, the player must negotiate a total of 27 missions, each of which is increasingly

challenging. Each mission has a primary objective and some with smaller secondary objectives. The game features

some fairly hostile creatures known collectively, and a little ominously, as The Evil Herd. Fortunately, *Buck Bumble* is not a documentary. If it were, one execution of his sting would leave poor Buck with much of his lower torso reduced to a bloody pulp, dying a slow and agonising death. Which wouldn't make for much of a game.

Happily, the laws of nature have been tampered with quite drastically, and Buck is able to wield a variety of weapons, loosing them off at his foes in a fairly aggressive manner. And if he manages to kill some dirty, filthy wasps, we'll all be happier. All together now: bees are good, bees are good.



Insect simulators have yet to set the gaming world alight. Grolier Interactive's risible *Banzai Bug* on the PC springs unbidden to mind, preceded many years earlier by low-tech 3D *Ant Attack* on

Spring

Publisher Acclaim Genre Shoot-'em-up Expected Release May 98

Forsaken



The year is 2113 (provided by the games industry's random future year generator) and all is not well. An accident by some particle-physicists causes an uncontrollable fusion reaction that extinguishes all human life. With the Earth up for grabs, scavengers arrive astride anti-gravity pioncycles and proceed to shoot each other in the face with extremely dangerous weapons. The characters are fairly warped, and each has a profile behind them to justify their bizarre appearance.

Created in Croydon by Probe – the team behind *Extreme-G* – *Forsaken* looks superb and boasts a frenzied four-player split screen game that takes full advantage of the N64's speed and

graphical capabilities. The weaponry is extremely varied and the pyrotechnic effects are among the best seen on the console. If Probe can get the single player game right, *Forsaken* could be very big.

It's the end of the world as we know it, and it feels fine



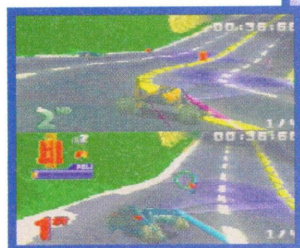
FORSAKEN

VR 3000 (working title)

Autumn

Publisher Ubi Soft Genre Racing Expected Release September 98

Crazy car capers in the distant future



'Here in my car I feel safest of all, in cars.' So sang robotic faux-Bowie sound-alike Gary Numan, and judging by his aeronautical ability he was probably right. But if he was to live to the year 3001 – and magically become a character in a video game – he may not feel quite as safe with the other motorists likely to kill or maim him.

With the nonsense intro out of the way, here are the facts. *VR 3000*, as it is currently known, previously went under the name *Vivid Racing*. The development team is headed up by medium-profile industry face Mev Dinc, whose *Street Racer* series invigorated



SNES owners back in the days when Nintendo's current sultry grey box was no more than a twinkle in a Jap's eye. They certainly have the heritage, and although it's still very early doors, the game is shaping up very nicely.

The vehicles have yet to be finalised, but the tracks are pretty cool, undulating wildly and managing to convey a genuine sensation of motion. The addition of a turbo jump and an array of weapons also keep things lively. These screen shots are from the PlayStation, but we will be tracking the N64 version with interest.

Funky Stuff



gimme gimme gimme

Yamaha QY70 Music Sequencer

It may look like a next generation Gameboy, but, goddamn, does this baby rock! This unassuming little box of tricks is a portable music sequencer, complete with drum machine and over 500 instruments and samples. Use it on the move or link it to your PC/Mac, and in no time you'll be 'avin it right off. Large. £500 from music shop type places.

Remote controlled fart machine

The Whoopee Cushion for the Smellenium! Days, nay months, of bum-trumpet buffoonery can be yours with this ingenious gumph gadget. Just place in the vicinity of your unsuspecting target, stand up to 150 feet away, then, with the aid of a sonic remote control, watch the ensuing japes. And all for the price of 30 cans of baked beans. Contact the aptly named Parrish Poo Poos.



1



2



3

- | | |
|-----------------|------|
| 1 AKA - Alba | £220 |
| 2 Citizen Watch | £185 |
| 3 Dino Watch | £110 |
| 4 BPM Watch | £185 |
| 5 AKA | £185 |

Zipped fleece

Cyber-punk urban wear that not only looks the biz but is all nice and fluffy too. £90 from Kokontozai.



4



3

Samurai slippers

Forget Charles Atlas' muscle tips - slip these on and no man will ever mess with you again for fear that you're a kung fu master. Well, either that or you'll get a right kicking for looking a ponce. £35 from Kokontozai.



Nike trainers

Who da baddest? Well, you will be, with these Nike Air Rift trainers on your feet. They're a collector's item you know. £150 from Kokontozai.



VSIXTYFOUR's monthly guide to gizmos and gadgets guaranteed to arouse and inspire your technolust



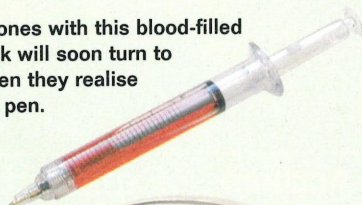
Campagnucci Ferrari

Re-enact all your favourite Schumacher bashing moments with this radio-controlled speed machine. Runs on petrol and has an amazing top speed of 35mph! Such performance doesn't come cheap though. Expect to pay £400 – contact Ripmax.



Syringe pen

Horrify your loved ones with this blood-filled syringe. Their shock will soon turn to relief, however, when they realise it's just a harmless pen. PHEW! £3.50 from Kokontozai.



Hooded top

Wear this dazzling item of clothing with hood down, or up, for those moody street tuff poses. Oh, and by the way, the text translates as 'Professional Wrestler' so avoid Japanese types or you may find yourself on the receiving end of a rather painful headlock. £55 from Kokontozai.



Mad dap headphones

There's more to this set of cans than meets the ear. Yep, you guessed it, they change colour according to temperature. *Pourquoi pas?* Chameleon-esque tendencies aside, they do sound rather splendid. £80 from Kokontozai.



Sky Surfer

Sunday mornings will never be the same again. This Uber toy provides endless opportunities to show off in public places and scare the shit out of unsuspecting strollers. Alternatively, affix a pin to Sky Surfer's nose, send up a babble of balloons and, hey presto, your very own real-life *Pilotwings* caper. Yours for the princely sum of £160. Contact Ripmax.



Kokontozai goods are all available by mail order. Give 'em a call on 0171-4341316.

let the

SCREAM! start

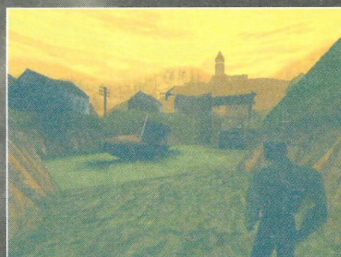
Step aboard the **VSIXTYFOUR** horror train and join us as we take a trip to the gaming darkside. Be afraid, be very afraid...

Shadowman

Publisher Acclaim Expected release Late 98



Shadow Man, like *Turok*, is based on one of Acclaim's stable of comic books. The storyline focuses on the dark life (and death) of Michael LeRoi, a man who possesses the ability to travel between the real world and the realm of the dead. And his powers aren't limited to this inter-dimensional travel card; he's also capable of considerable mumbo-jumbo, voodoo trickery – which he's sure going to need if he's to stop an



Behold the eerie twilight world of Shadowman

underground cult of lunatics and murderers who are trying to open the gateway to the real world and, ultimately, destroy it.

To add some flesh to the plot, it's this very same band of lunatics and murderers that is responsible for the demise of our anti-hero's brother, thus setting the scene for some seriously bloody revenge, which is where we lucky 64 owners come into play. Oh, happy days.

Developers Iguana describe the plot

as a macabre hybrid of *Seven*, *Silence of the Lambs* and *Jacob's Ladder*, which makes at least a 15 certificate look likely.

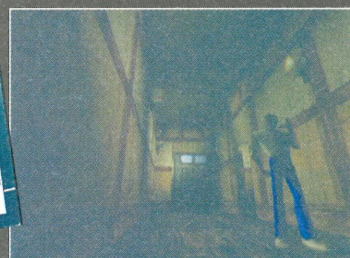
Gameplay takes place via a third-person, over-the-shoulder view à la *Tomb Raider* and, like *Lara Croft*, *Shadow Man* will possess a wide-ranging repertoire of actions, all performed seamlessly.

Shadow Man is expected to be extremely violent, and Iguana team leader Simon Phipps had this to say on the subject: "You can't make people laugh easily in a game, you certainly can't make them cry, but you can sure scare the shit out of them." Buy that man a flagon of

ale, say us.

Prepare for some excrement removal sometime in late 98.

gore-o-meter



Iguana UK's twisted tale of voodoo inspired retribution will not be for the faint of heart.



Turok 2

Publisher **Acclaim** Expected release **Autumn 98**

Dinosaur season is set to open once again during the summer months with the eagerly anticipated release of *Turok 2*. Like its predecessor, *Turok 2* will be a first-person shooter based on Acclaim's comic-book series.

However, budding T-Rex assassins can expect a major overhaul in the graphics department with Acclaim promising even



⊗ The Raptors are back – more deadly than ever.

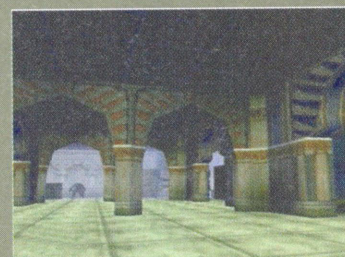
smoother frame rates, eye-popping visuals and advanced real-time lighting effects. Furthermore, according to Acclaim's long-range weather forecast, the first installment's pea-souper fog is set to lift.

Turok 2's domain will be populated by no less than 40 different prehistoric predators ranging from leaping raptors to Jurassic abominations that even Spielberg would be proud of.

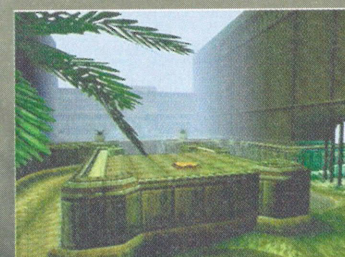
But don't expect such an easy ride this time round; the programmers Iguana have greatly upped the ante by embellishing these foes with a level of intelligence that should greatly add to the *Turok* experience.

Multi-player capability is still to be confirmed, but Rumble Pak compatibility is certain, so you will be able to feel every T-Rex footstep and chain-gun kickback. Bet you can't wait.

gore-o-meter



⊗ The all new Turok environment. What creatures lie within?



⊗ Roll on the Autumn.

Resident Evil 64

Publisher **Capcom** Released **93**

Still very early days for *Resident Evil 64*, but expect a DD version only – Capcom don't think it's possible to successfully translate their zombie shocker to cartridge.

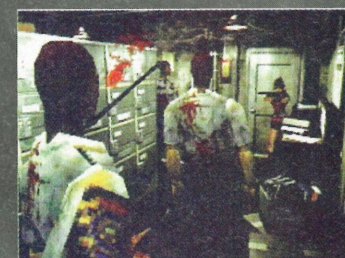
Resident Evil 64 will not be a straight port either. Capcom's lead producer Yoshi Okamoto told us: "I have an idea for a ninja version. The location is a 'ninja House' with lots of booby traps, gimmicks, and the undead. I think it will be fun. As so many Western gamers love

Ninjitsu, I think it will sell very well."

So, *Resident Evil 64* looks set to be a cross between *Enter the Dragon* and *Night of the Living Dead*.

If that doesn't get your juices flowing then nothing will.

gore-o-meter



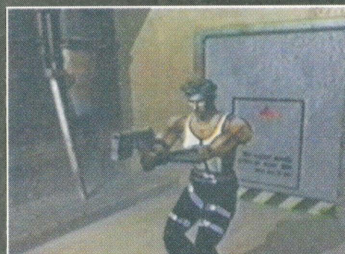
⊗ Still very early in development, hence the Playstation shot.

Hybrid Heaven

Publisher Konami Expected release Xmas 98

First shown at last year's E3, Konami's *Hybrid Heaven* stunned crowds with its lush graphics and seemingly smooth gaming experience. The title was immediately thrust into the spotlight as the 'Metal Gear Solid for the Nintendo 64'. It seemed a likely comparison at the time. Both games were developed by Konami, after all, and both games were 3D polygonal-based. Not so, say Konami. *Hybrid Heaven*, although being alike in appearance, is going to be something else altogether.

The action takes place in a bleak, futuristic setting with the story revolving around a military experiment to create a super-soldier who goes awry and spawns strange, mutant creatures (like it so far?). While attempting to bring these creatures to Earth for further study, the



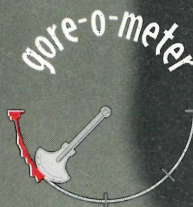
This is Johnny Slader, mutant slayer extraordinaire.



Hybrid Heaven looks set to rock the N64 gaming world.

craft carrying them malfunctions and crashes. So in steps all-American hero Johnny Slader, complete with special ops team, to clear up the mess. On arrival, however, they find more than they bargained for. Don't expect an orthodox 3D action game though. While your

character does move around in a 3D world there are real-time cut scenes when encountering baddies, much the same as a turn-based RPG. *VSIXTYFOUR* was a little disappointed to hear this, but will reserve judgement for now.



Dracula 64

Publisher Konami Expected release Xmas 98

Vampires, be advised to flee to your nest and nail your coffin lids down – because your worst nightmare (or should that be daymare?) is set to return. Yep, Simon Belmont's back, but this time he ain't alone – three stake-wielding chums have come along for the ride.

Konami's long-running *Castlevania* series is set for another installment, but instead of the 2D fayre previously served, the 64 version comes in full fangtastic 3D horror-vision.

Although only 30 per cent complete, *Dracula 64* already looks set to be one of the outstanding 64 releases of 98. As in previous *Castlevania* outings, the arch-vampire and his minions are once again prowling the Transylvanian terrain intent on satisfying their relentless blood-lust.

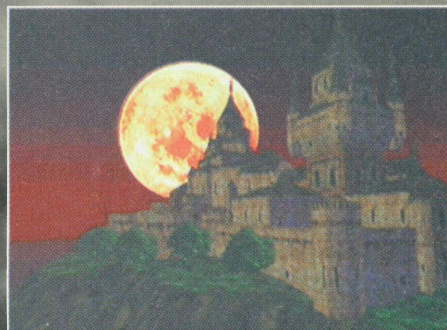
The extended cast of four heroes each have different abilities; Simon Belmont comes complete with whip, Reinhardt prefers hand-to-hand combat

while Carrie Eastfield is a 12-year-old girl who relies on agility. Finally, there's Kola, the obligatory bruiser complete with chainsaw.

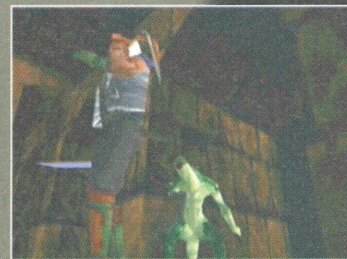
Dracula 64 really promises to push the boundaries of depth and realism as a result of Konami's day/night system, where a variety of lighting effects are employed to simulate the passing of time. You'll have to plan your strategy bearing that in mind – you can travel and hunt by day, free from the threat of vampires, but at sunset the game gets increasingly tricky. Expect ghouls to arrive under the veil of darkness only to disappear when day breaks.

If the concept is implemented successfully, it should bring a whole new dimension to gameplay.

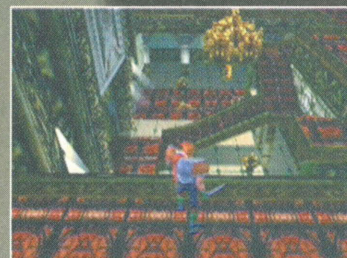
Stock up on that garlic, gamers... the dark side beckons.



Castle Dracula: home to the Prince of Darkness.



With sharpened stake at the ready, Simon Belmont goes in search of the living dead. Devil help them.



The day/night system should greatly enhance the whole *Dracula* experience.



Duke Nukem A Time to Kill

Publisher **GT** Expected release **Autumn 98**

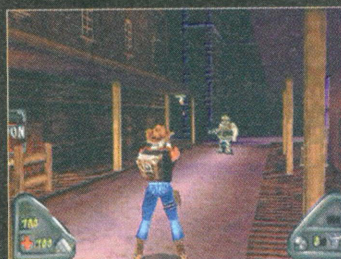
Just when you thought the world was safe from bastard alien scum, Duke must, once again, take up arms to repel the intergalactic invaders from outer space. Only this time there's a major twist to the plot. Think *Terminator*, *Westworld* and *Back to the Future*, add the play-mechanics of *Tomb Raider* and voilà, you've got *Duke Nukem – A Time to Kill*.

Unfortunately for our eponymous hero, the aliens have developed new technology that enables them to travel through time in an attempt to enslave the human race. So Duke himself must

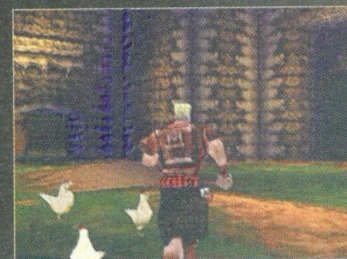
venture through four different epochs including: modern-day LA, Roman times, the Wild West and Ye Olde Medieval Blighty. But here's the catch: Duke can't take his weapons with him. So, it's quick-draw six-shooters in the Wild West, broadswords and crossbows in Medieval

England and old Roman-style weaponry in, er, Rome.

gore-o-meter



"This town ain't big enough for the both of us, porky-boy"



A sub-level requires Duke to rip the heads off live chickens. No, not really.

Carmageddon 2

Developer **Stainless** Expected release **Xmas 98**

The last game you'd expect to rear its horrific head on the 64 is the infamous *Carmageddon*. The fabulous *Grand Theft Auto* apart, no game has been responsible for such widespread media protest than Stainless's ludicrously grotesque take on *Death Race 2000*.

The original PC *Carmageddon* was an ultra-gory racer that awarded points to players who caused as much

carnage and death as humanely – or more accurately, inhumanely – possible.

Sounds like good clean fun to us. Funny that the *Daily Mail* begged to differ... Anyway, we blood-thirsty 64 owners are set to receive not the original but the sequel, which, according to Stainless' Matt Sullivan, is expected to be "even slicker and bloodier than the original". Another scoop of ale please barman.



Let's just hope the 64 version includes human targets and not Zombies as on the PC. That just wouldn't do at all.

Bio Freaks

Publisher **GT** Expected release **Summer 98**

Bio Freaks is a stunning multi-level 3D fighter that pushes the limits of violence and gore to the max.

The setting is post-apocalyptic America where war is a thing of the past and territorial disputes are now settled by way of a quick, albeit grossly bloody, ruck between specially trained warriors. Developers Saffire have gone to great lengths to ensure a fluid fighting experience. Unlike other N64 beat-em-ups, soft-skin texture mapping has been employed for virtual seamlessness.

A total of ten characters make up the sadistic cast including: a fella who hovers around with a copter on his back and dispatches enemies with a swift snap of giant scissors mounted on his arms; a bloke with blood-drenched blades

protruding from his chest and back; and the finest of all, a chap who celebrates victory by puking on his defeated opponent. Now that's what we call entertainment.

The action isn't limited to guts and gore: the blood fest continues unabated in mid-air by way of jet propelled hover packs and all 11 battle arenas contain a high level of interaction. For example, players can be thrown into lava pits, meaning instant death; spinning razor blades can slice characters clean in two; and there's a New York level where the cannier player can skewer his opponents onto Lady Liberty's crown.

Expect tabloid outrage to pick up steam sometime this summer.

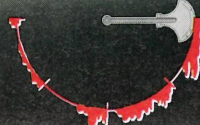


Bio Freaks looks set to be one of the goriest games of all time.



Graphically Bio Freaks looks 'bloody' marvellous. We hope it plays just as well.

gore-o-meter





PREVIEW

The portals to Hell slither open once more. Is there no respite from the abominations that reside therein? With nailgun primed VSIXTYFOUR step, tentatively, into the Beserker's lair... Let's get ready to rumble.



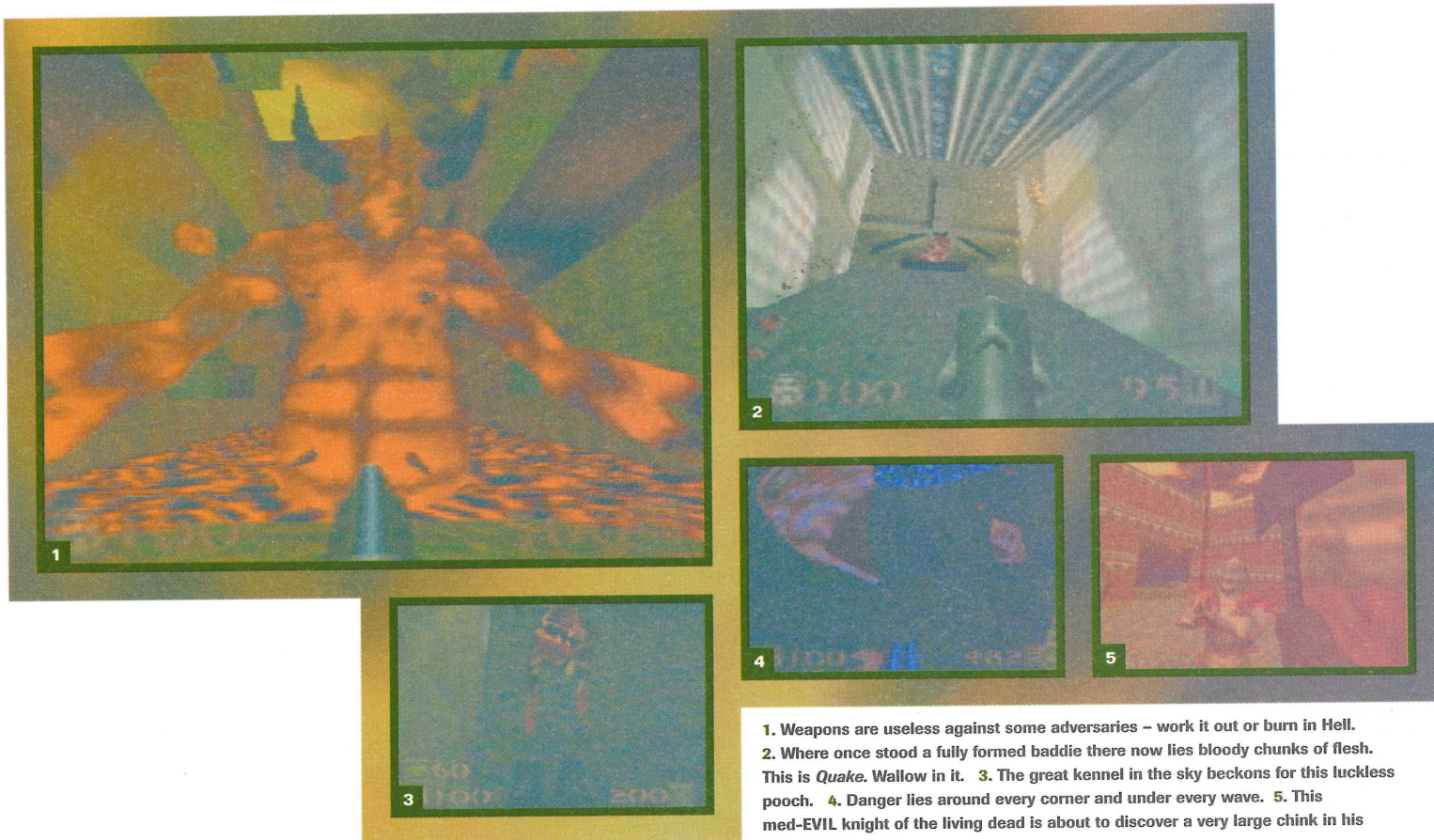
QUAKE 64



If Mario, Yoshi, Diddy Kong et al are the creations of the good God Fluffykins, the cast of *Quake* is the work of Beelzebub himself.

In the world of gaming, as in life, an equilibrium is essential; a harmonious juxtaposition of good and evil, positive and negative, pleasure and pain. Of course, we all love the antics of Nintendo's loveable mascots but, hey, every now and then we need a little respite. That negative karma is on its way. Behold GT's *Quake 64*.

Most of you know all about *Quake* already. But for the seive-like minded amongst you, here's a brief résumé: the basic premise is pretty much the same as *Doom* ie, wander around dank, oppressive labyrinths solving structural conundrums whilst blasting the bollocks off anything that moves and generally being really spooked. Only this time you've got polygonised foes to deal with, real 3D environments, better structured levels and multi-storey arenas plus, of course, the famed multi-player mode.



1. Weapons are useless against some adversaries – work it out or burn in Hell.
 2. Where once stood a fully formed baddie there now lies bloody chunks of flesh. This is *Quake*. Wallow in it. 3. The great kennel in the sky beckons for this luckless pooch. 4. Danger lies around every corner and under every wave. 5. This med-EVIL knight of the living dead is about to discover a very large chink in his armour. KILL HIM!

quake 1 v.i. tremble, rock to and fro; (of person) shake or shudder (with fear etc). 2N. colloq. earthquake. [oe] 3. computer entertainment software liable to cause excessive soiling of underwear.



Id Software's farewell to *Doom* went on sale exclusively to PC owners more than a year ago and since then, the game has spawned a 3DFX-enhanced upgrade, several add-on missions, a Sega Saturn version and, more recently, a spectacular sequel.

Amongst the PC fraternity *Quake* is widely considered to be the strongest piece of software on the PC (until *Quake 2* arrived that is), largely due to its amazing networked multi-player

proWess. Obviously, this is a non-starter for N64 owners but developers GT, realising the importance of four-way gaming, are apparently delaying *Quake*'s appearance on the shelves so that a four-way deathmatch can be implemented, rather than the weak-looking two-player game shown to **VSIXTYFOUR**. Although such a delay will irritate budding Quakeanators chomping at the bit, it'll definitely be worth the wait.

But, more importantly, how does

piece of meat

Those of a queasy disposition should immediately strike *Quake 64* off their shopping list. It's a no-holds-barred flesh-fest, more akin to a butcher's shop window than a family-based console game. Aaaa-llehlulah! Allehlulah! Allehlulah! Squirm in your seat or shriek with joy, it's up to you, but we defy you not to enjoy the unadulterated blood-letting on offer.





you Looking at me?

Want some serious, ass shakin, gut bustin, blood spillin, quaker killin fire power? You got it!

axe

Brutal in the extreme. Only effective at close quarters mind and it'll take a few swings before those demons slump to the floor in screaming agony.

berserk-o-meter



nailgun

The very name itself conjures up beautifully grotesque imagery. Unloads two streams of slugs but not that good for taking out bigger foes.

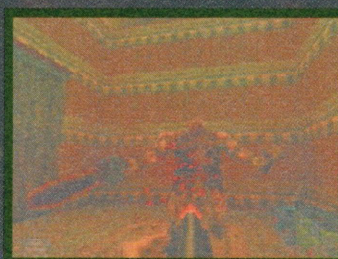
berserk-o-meter



double-barrel shotgun

Twice as meaty as the single-barrelled version. Keeps close-quartered ghouls at bay, and then some.

berserk-o-meter



long barrel shotgun

Every farmer's favoured firearm is standard issue for all Quakeoids. Not too punchy though. Takes out lesser types OK but look to upgrade ASAP.

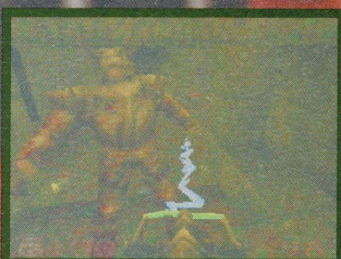
berserk-o-meter



thunderbolt (bfg)

The Rolls Royce of military hardware. With this in your hands it's game-over for all who dare to cross your path. There's a downside though: ammo is scarce, so use sparingly.

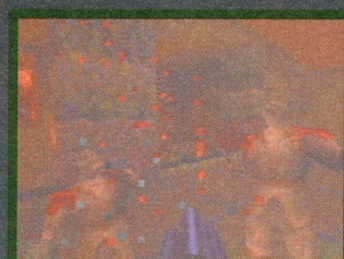
berserk-o-meter



perforator

Unleashes a two-fold barrage of flesh piercing nails. Basically, a supercharged nailgun. Eats ammo up real quick though. So stay cool.

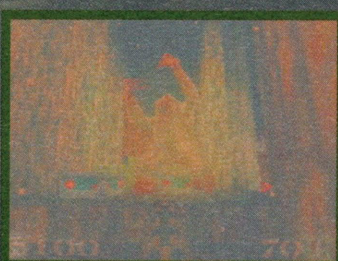
berserk-o-meter



rocket launcher

Saddam's weapon of choice. But be told. Learn the way of the launcher. Devastating to the house when used wisely on far-flung adversaries, but screw up close-range and it'll take your head clean off. You have been warned.

berserk-o-meter

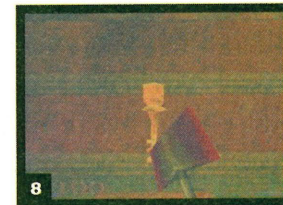
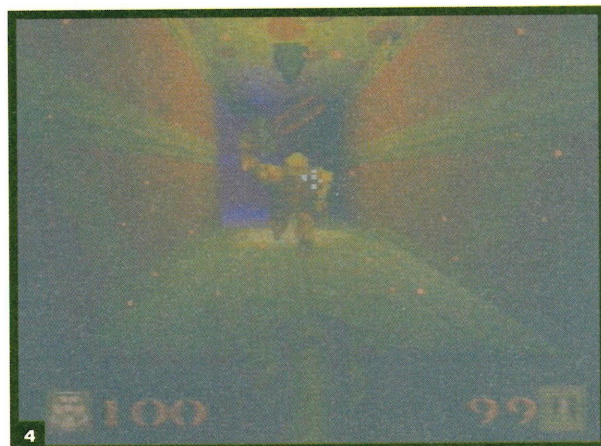
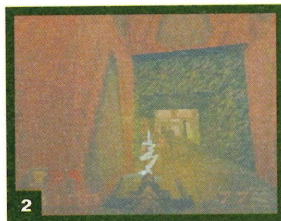


grenade launcher

No self-respecting dealer of death should be without one of these babies. Bounce the ammo off wall, stand well back and watch their asses fry.

berserk-o-meter



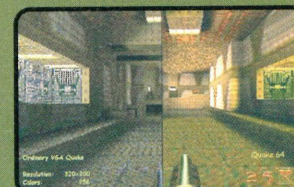


compare and contrast

Graphically, *Quake 64* puts the standard *PC Quake* to shame. Unfortunately, it can't quite match the muscle of the accelerated version.



1. *Quake 64* 2. *Quake PC*



3. *Quake 64* 3. *Quake GL*

1. Want to survive? Then watch the skies. 2. Strike fear into the hearts of those that roam the realm of *Quake* with the lightning powered thunderbolt gun. 3. This icon of evil ain't all bad. It'll shield you from the powers of darkness. 4. Come to Daddy, you chainsaw-wielding maniac. You're going down. 5. The Perforator is just perfect for putting paid to hapless knights. Shine on. 6. You'll be smiling on the other side of your polygon in a minute pal. 7. Far-away unfriendlies can be promptly dispatched by the Thunderbolt – but first you must find it. 8. Keys are essential to your progress throughout the kingdom of *Quake*. Go find 'em!

it compare to the PC and GL accelerated versions? Pretty much in the middle of the two would be a fairly accurate estimation.

Graphically, the game runs in a lower resolution than GL *Quake* with less detailed environments. For instance, where certain structures in PC *Quake* have grooves and markings, the N64 version looks a little naked in comparison.

Sadly, there is no realtime light-sourcing – extremely disappointing considering that Lobotomy Software managed to add the feature for the Saturn version. On the other hand, *Quake 64*'s coloured lighting gives the illusion of illuminated areas.

So, not quite the graphical *tour-de-force* we were hoping for, but still set to join the upper echelons of N64 titles. Visually, an improvement over *Doom 64* but not luscious enough to strut the

same catwalk as *GoldenEye* or, to a lesser extent, *Turok*.

Soundwise, expect a sort of *Doom*-style remix of howling maniacs, blubbling infants, rabies-ridden hounds and the like. So, no musical score whatsoever. For the best, we think.

As far as the Rumble Pak is concerned, in-game oscillations are more than competent. Where many titles gain little from the joy pad add-on *Quake 64* is all the better for it.

Control method is down to you with a myriad of options available – whatever your preferred configuration, there's a setting for you.

We will, of course be tracking *Quake 64*'s final tweaking with interest and should GT opt to stay with the present two player multi-game, a full review may well be forthcoming in our next issue. In the meantime, a summer release seems more than likely.

The story so far

Quake 64 looks set to hop on the groovy train of exceptional 64 software and should enjoy a comfortable ride in economy class. But if GT are good to their word and successfully implement a four-way deathmatch extravaganza then it won't look out of place sharing the first-class compartment with the likes of *GoldenEye*.



Surprising as it may seem, somebody has decided to base a game on lakes! Prepare yourself for some watery antics as VSIXTYFOUR takes a peek at what is likely to be the wettest game ever.



WETRIX

The N64 version of Wetrix is essentially the same as on other formats. The idea is to create a cool-looking 3D landscape with massive mountains and valleys, and then let dripping water fill in the gaps to form something that looks like the foothills of the Himalayas.

By rotating and placing falling shapes – à la Tetris – the land is primed and ready for the entrance of the water. The ultimate aim is to not let any of this water trickle over the sides of your isometric play area, which of course is easier said than done.

As with most games of this type, there's plenty of stuff to screw you up; bombs fall from above blowing huge holes in your lakes, ice-cubes freeze them and worst of all, typically, you never get the piece you need at the time. In terms of puzzle games, this has all the ingredients needed to make it a classic.

Did the earth move for you darling?

The further you progress, the more surreal things become. On level 2 there's not only ice to deal with but earthquakes too. You can be playing along happily, twisting and shunting blocks into place when suddenly the whole screen wobbles violently and your lovingly-crafted landscape is transformed into a grade A disaster zone.

If this wasn't bad enough, the ice on this stage also means that bombs don't explode when they hit the surface – they just lie there in an icy tomb, waiting for a fireball to drop in, thus thawing them out and allowing them to explode with maximum disruption.

As the levels increase so does the number of pitfalls. Your brain goes haywire as you try desperately to plug the latest gap. Wetrix will not be a calming excursion into gaming bliss.



● A giant blueberry welcomes you to the land of eternal rainfall.



● These holes mean you're in serious trouble. Fill 'em quick.



● Say goodbye to Monserrat...



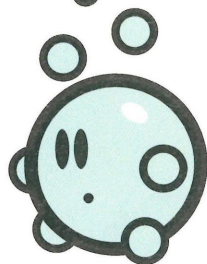
● A fireball a day, keeps the flooding at bay.

Percentage complete



publisher
version tested
expected release date

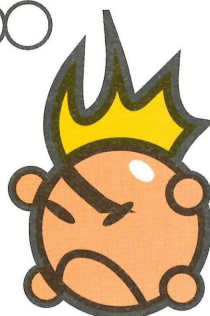
Ocean
Pal
25.6.98.



Wetboy, the instigator of all this rain business. Contain him well.



This little fella will blow your mind. Well, he'll blow your landscape up anyway.



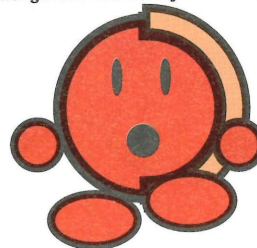
A flaming nuisance? Surprisingly not. He'll dry up spillages and lower landscape.



Play *Wetrix* for too long and this is what you'll look like.



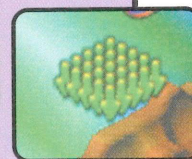
Spike is the master of multi-play. Challenge him and meet your doom.



This red devil is called Quake. For a nice easy game, select this guy.

Building blocks of life

As you can see, the shapes are similar to the ones found in *Tetris*. If the arrows are pointing up, then the land will be raised. If they are pointing down, then, yes, you've guessed it, the land is lowered. Simple eh?



Throughout this swirling experience of shapes and colours, you'll also encounter rainbows. Not only do they look good (like Rainbow Islands), they multiply your points up too. There's also a multitude of other gizmos to look out for, such as the weird-looking Sputnik satellite thing that just seems to get in the way rather than do anything obviously fatal, or beneficial for that matter.

Wetrix is the type of game that sends you through a whole range of emotions in a matter of seconds. One moment you can be smiling from ear to ear as your lake swells to the size of the Atlantic Ocean. The next instant you can be screaming at the bloody unfairness of it all as you accidentally let a bomb drop through an existing hole, causing what is known as a 'rebound', which instantly nukes all your hard work.

What we have here is a completely unpredictable game that can be both stimulating and ridiculous.



- Instead of building lakes, you should be able to build an Ark. You could then call it Bibletrix and God would be happy.

Deep blue

And that's about the best way to describe *Wetrix* really: it's full-on, frantic, addictive, stupid fun. If you've experienced the addictive qualities of *Tetris*, you'll understand what damage this can do to your social life. It won't damage your ability to think laterally though; there are just so many different methods and styles of play, experimenting with abstract strategies becomes second nature.

To suggest *Wetrix* is like chess is a terrible cliché, but it really is. You have to keep thinking about which shape is going to fall from the sky next, and then where you're going to steer the bomb when it arrives. Planning ahead is the only way to beat this game.

The two-player mode is even more intense; quick glances at your opponent's screen are required to suss their plan, and the action is accompanied by desperate screaming and shouting... Ah yes, this one has all the tell-tale signs of being all-night session material.

Wetrix is certainly unorthodox, yet at the same time it's strangely reassuring. With violence now leading the way as a top-selling gaming theme, it's good to know somebody, somewhere, is fighting against the blood and guts with original ideas alone. If you don't subscribe to that point of view and your beliefs are more Uzi orientated, then skip along.

If, on the other hand, your main requisites for an enjoyable game are reflexive decisions, arcade action and puzzles, then *Wetrix* is something you may well be interested in when it's released by Ocean this summer.



- 1 Player one is about to take an early bath.
- 2 The situation seems to be back under control though.
- 3 Or is it?
- 4 Too many leakages - player one becomes a soggy failure.

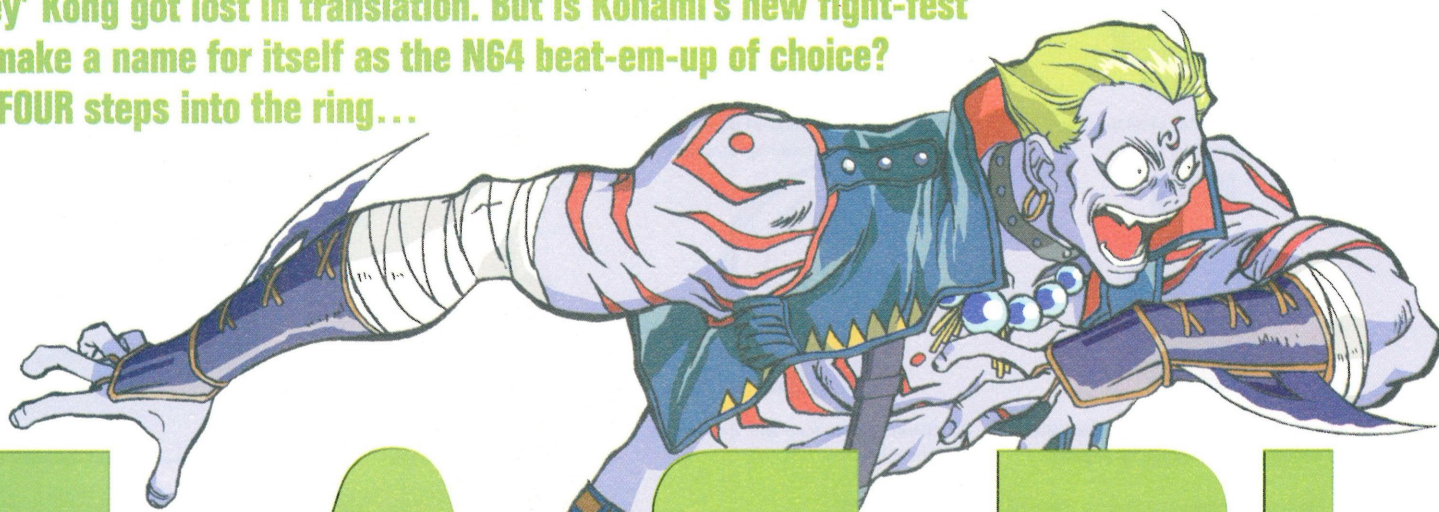


- You could say *Wetrix* is a cross between *Populous* and *Tetris*. You could also say it'll be better than both.

The story so far

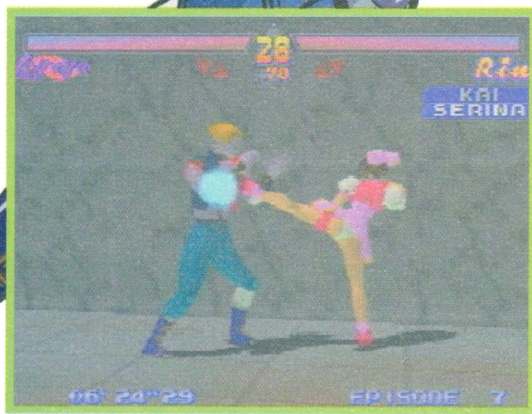
Even at this stage, it's fair to say *Wetrix* is going to be a memorable game for the N64. The difficulty setting is currently a little testing, but that's something which is being tweaked as we speak. I'm not quite sure why cute characters are needed, I guess it's just a sign of the times...

It may well be the most ludicrously titled game since 'Monkey' Kong got lost in translation. But is Konami's new fight-fest set to make a name for itself as the N64 beat-em-up of choice? VSIXTYFOUR steps into the ring...



G.A.S.P!

Fighter's Nextream



● White-panty fetishists should pre-order now.

So, yet another would-be claimant to the gaming throne turns up at the palace of King 64. Will this weary traveller be the one to sufficiently impress and win the hearts of scrap-starved Nintendoids? Many a pretender has followed that very same path but, sadly, all have so far failed.

It was, therefore, with much anticipation and more than a modicum of caution that we greeted Captain Konami's visit to VSIXTYFOUR Towers for a sparring session with up-and-coming heavyweight challenger G.A.S.P! Fighter's Nextream.

Round 1

No doubt about it, a great start by G.A.S.P!. Not one Americanised adversary in sight. As you'd expect from a Japanese company, all the characters are inspired

archetypes of *Street Fighter* persuasion. As a result, all immediately possess a personality you just don't see in the Stateside beat-em-ups. So far so good.

Round 2

Even if the characters on offer weren't too inspiring, you could always concoct one of your own. Yep, that's right. Those bright young things at Konami have developed a character creation system that allows you to create your very own bespoke battles. A damn fine idea, say we. You name it, you can change it; sex, height, width, hairstyle, outfits and facial features are all variables that can be tailored to suit your taste. Ding-Ding!

Round 3

The bespoke element to the game isn't merely cosmetic. Your newly created



character starts out life pretty much devoid of special moves. Instead he learns them as he progresses through the rounds, with a new move awarded with each victory. So, the more you win the more fearsome and skilled your gladiator becomes. Uumph! Another round to *G.A.S.P.I.*

Round 4

There's no sign of a let-up from the *G.A.S.P.I.* corner as another swift uppercut is delivered in the shape of interactive scenery. THUMP!

The arenas are all littered with various objects such as cones, boxes and other items yet to be implemented. Mastering



the art of box-chucking is essential to victory with each successful hit severely depleting your opponent's energy bar. Four rounds to nil.

Round 5

Graphically, *G.A.S.P.I.* is looking fairly competent whilst not achieving anything spectacular in the visual stakes. At the time of playing the game was only 60 per cent complete and the camera's erratic movement was in particular need of attention. The characters could do with a few extra frames of animation too.

Konami's chief trainer assured us that both areas will be improved before release. Not such a good round, but plenty of time before the big fight.

Round 6

As regards playability, Konami have borrowed a lot from *Tekken* in this respect, using a similar punch/block system to that used in the Namco game.

Again, moves and individual execution of moves are to be worked on down at the Konami gym between now and the summer showdown. So again, we'll reserve judgement until we're a bit nearer to the finished article.

The showdown lowdown

All in all, a pretty good showing by Konami's newcomer. Whether it's set to be the undisputed king remains to be seen. But with a few tweaks here and there and a bit of extra rope work it should certainly be a contender.

At present the game will go by the name of *G.A.S.P.I.* when released in the UK, whereas over the pond it will be known as *Deadly Arts*, which, in our opinion is a far better, albeit clichéd name.

Maybe Konami should take a leaf out of the master's book – after all, a change of name didn't do a certain Mohammed Ali any harm.



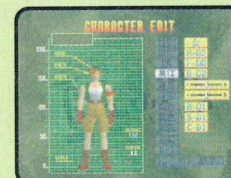
1. *G.A.S.P.I.* is just full of foxy chicks.
2. Although it looks the biz, some gameplay tweaking is still needed.
3. The 3D arenas provide stunning backdrops.

Dress to kill

The Character Edit option brings a whole new dimension to fighting games.



There are a vast amount of variables to choose from.



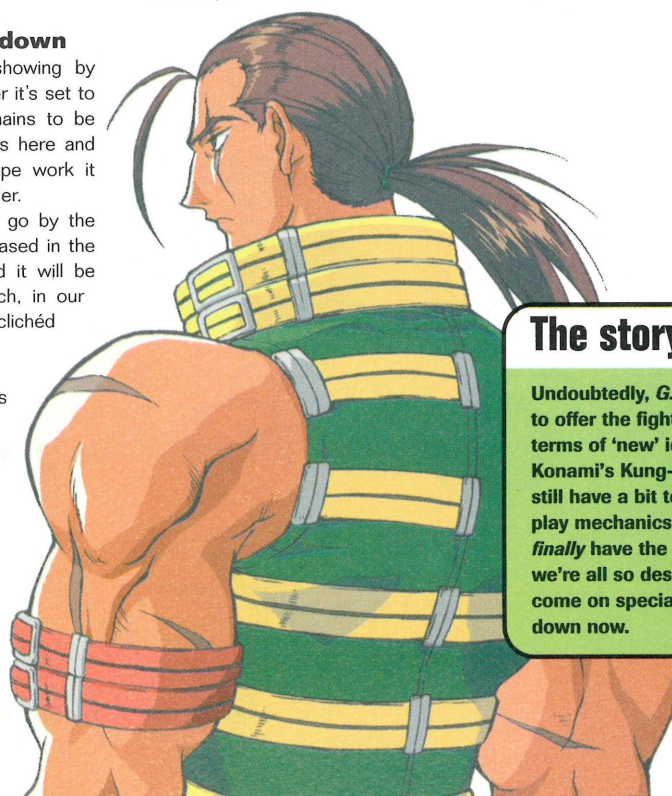
"Hmm, maybe a bit too butch."



"Aah, now that's more like it."

The story so far

Undoubtedly, *G.A.S.P.I.* has a lot to offer the fighting genre in terms of 'new' ideas but Konami's Kung-Fu department still have a bit to go in terms of play mechanics if we're to finally have the beat-em-up we're all so desperate for. So come on special 'K', don't let us down now.





REVIEWS

VSIXTYFOUR

Hello. Good you to join us at what is, undoubtedly, the most vital part of the mag:

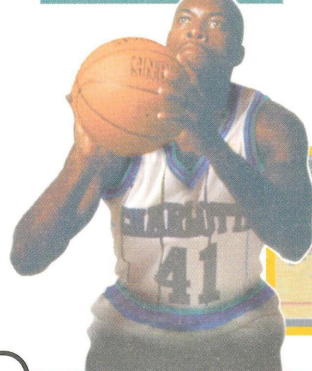
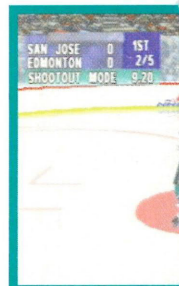
THE REVIEW SECTION

Now, over the coming months it'll become more than a little evident that we're a rather fastidious bunch at VSIXTYFOUR. You see, if truth be known, we don't suffer fools lightly, the fools in this instance being sub-standard software. We all know just how expensive games are, and you readers depend on us to steer you in the right direction because there's nothing worse than spending a wad of cash down your local games emporium only to get it home

and find it's a turkey. You can rest assured that all the reviews in VSIXTYFOUR are bang on the tip, as we see it, and no amount of free lunches, exotic trips abroad or loose women can alter our opinion, well, maybe the loose women could swing things a little, but certainly no more than a point, erm...alright, alright, two points at a push but no more. You get the picture. We tell it how it is. Right then, now that we all know way we stand let's get down to business.



Shiwaka: Way to go!
Now you can shrink
as you wish!



SCORES 'N' THAT



Vital
"Ting" get no better than this. The ultimate accolade. You must own this game. Simple as that.



Recommended
You should have no reservations, whatsoever, about purchasing a game awarded the recommended badge.



NO!
The absolute opposite of 'yes', of course. However, in the context of VSIXTYFOUR, NO! is just our way of reinforcing the fact that this game is bad, and by that we mean not good, as opposed to 'bad' which sometimes means 'good'. Or should that be bad? Oh, whatever, you get the gist.



Factor 64
See this little chap on a review and things are looking good. It indicates that, in VSIXTYFOUR's opinion, It would be impossible to faithfully reproduce the game on any other console in terms of graphical and processing power.

JAP'S EYE mini reviews

You'll also find game reviews in the Jap's Eye section. Why, you may ask? Well it's quite simple really, there are loads of weirdy Jap games that never get released over in the West and as most of you won't get a chance to play them, there seems little point in devoting pages and pages to them. So you'll find them here. If, however, they do get an English language release in the future then we'll give them the full treatment at a later date.

2nd opinions

Always read the second opinions for a, erm...opinion that is secondary ie what other reviewers thought of the game.



0-3

Do not, under any circumstances come into contact with this game, or for that matter, anyone you know who owns it. Cut them out of your life completely, they're losers, ok? This game is shabby with a capital 'S', horrific with a capital 'H', irksome with a capital 'I', terrible with a capital 'T'. Add all those capitals up and you have a true, albeit graphic, description of what we mean. Avoid. It smells of wee and should be treated as such.

4-6

Mr Average. Second rate. Doesn't quite cut the mustard. Misses the grade. Comprehend? You shouldn't really harbour any intentions of buying this game as you'll likely regret it. Don't get us wrong, it's not like it's terrible or anything, but it's just not all that good and doesn't really offer anything new in terms of ideas, content or originality. So, best leave well alone then.

7

Aah... yes, now things are getting a little trickier to differentiate with our friend Mr. Seven. You know what? There's not a bad game in there, it's just, erm, it just, well, you know, could have been a bit better. But hey, don't discount it out of hand – it may well have something to offer, particularly, if it's your kind of game.

8

Now we're talking. This game's a right Bobby Dazzler and no mistake. Lovely it is, just lovely. It's got style, class, skill on the ball, gets down the by-line, could put a pass on a sixpence, is strong in the air and, for a big fella, isn't bad on the deck either. What's more, it's got a bloody good engine. Up and down the field all day long, no messing. But maybe, just maybe, with a little more thought it could have been even better. Good squad member but not first name on the team sheet.

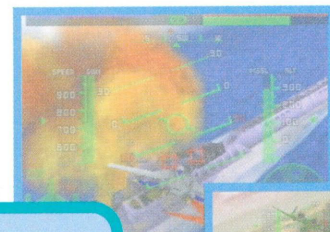
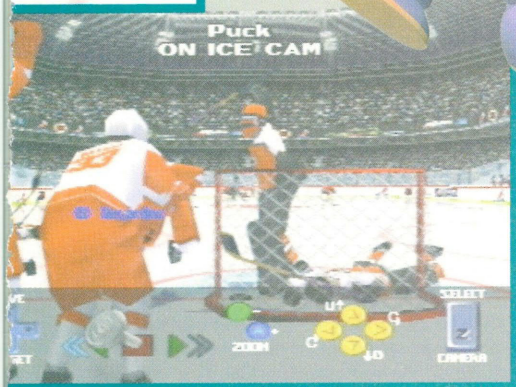
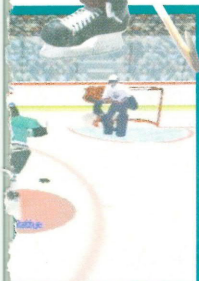
9

He-llo.. Monsieur Coolio has just arrived and he's wearing the earliest threads in the house. King of the disco, the greatest dancer, but do we wonder why? No way, we know it, cos that's the way it is. This cat is cool. And the gang, TNT, Super Fly Guy, Guns of Navarone. Know where we're at? The finest recommendation we could give (apart from ten, that is). If it's got nine, it's sure mighty fine. Hmmm-ummm.

10

No game has received such an accolade. Does a game exist? For now we'll say no more. But maybe, just maybe, a certain Elf from Hyrule will test our mettle to the max. Soon Zoltan... soon.

HOW WE RATE STUFF



THE SCORE BOX

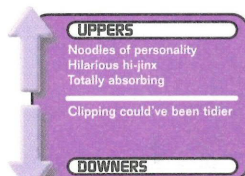
Paid man hours flitted away this month...

1080° Snowboarding	36
Goeman	29
Wayne Gretzky Hockey	5
Yoshi's Story	22
AeroFighter's Assault	9.66 seconds
Fighter's Destiny	22
NHL Breakaway	9
NBA Pro 98	4
Augusta Masters Golf	7
Tamagotchi 64	3
Fire Pen	4
Pachinko	1
Sim City	4

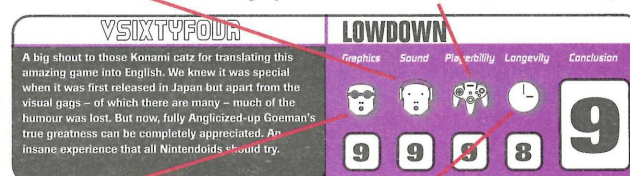
Pretty self-explanatory really, but there's always one numbskull who doesn't get it. Obviously we're not referring to you, you're far too clever, in fact, turn away now if you like, whilst we go through it with the thicksters.

Sound Every aspect of in-game music and SFX.

Playability Are the game's controls easy to come to terms with? Or maybe a character doesn't 'jump' when you say 'jump'? Front-end menus might be slow and cumbersome or maybe the whole thing is just awkward to the core? Well, this mark will tell you.



Uppers/Downers
Punchy 'soundbites' giving a simple résumé about the game's strengths and weaknesses.



Graphics Er, the graphics. Also look out for the Factor 64 logo.

Longevity Are you going to go back to it time and time again? Or could it be really easy and once beaten hold no further interest? Anyway, you'll find out what's what in this box.

Factor 64

Boarding Skool

Steve Hill grabs some sick air and gets a face full of snow. No change there then.



Are you 'phat' or are you 'lame'? Are you 'regular' or 'goofy-footed'? Do you frequently drink Pepsi Max? Do you own a bewildering array of headwear? Have you seen the film *Pointbreak* more times than is necessary? Can you reel out your 180 times table quicker than Carol Vorderman? Can you discuss a 'gay twist' without embarrassment? Does 'grabbing a stiffy' involve more than a five-knuckle shuffle? Is 'corduroy' something other than an unfashionable trouser? Is a 'pop tart' more than a mouth-scalding toasted snack? Can you differentiate between 'roast beef air' and post-Sunday lunch flatulence? Does 'burger flip' conjure up more than your immediate career prospects? Are you, in short, an idiot? If so, why not sod off and go snowboarding? Break a leg; the rest of us are playing *1080° Snowboarding*. Oh yes.

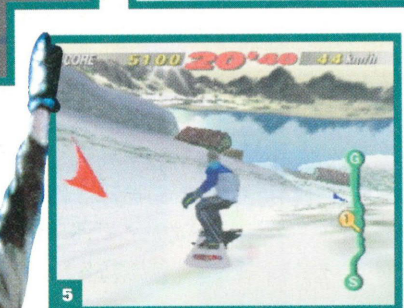
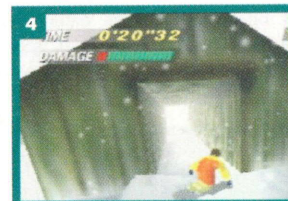
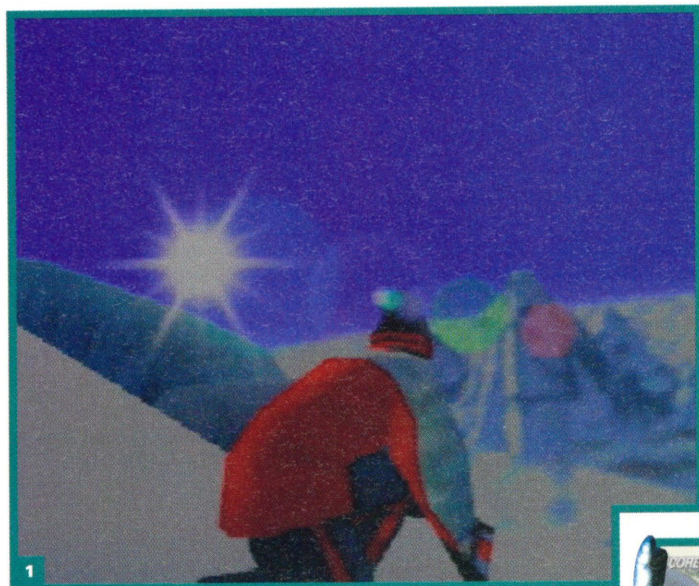
Feast your eyes on the surrounding delectable pictures.

Now imagine them moving seamlessly at a frightening pace into your tiny mind, with the sound of snow swishing 'neath your board and the throb of the bass-bin tickling your sack. This is the *1080° Snowboarding* experience. Of course, if you're playing it through your dad's old Hitachi – replete with teak veneer – you may lose some of the effect. But with a quality large-screen TV and an acceptable degree of sound amplification, this game is genuinely of arcade standard. No longer will you have to lurk in dens of iniquity surrounded by wearers of clothing that resembles airing-cupboard insulation. No more large-coated youths requesting the free use of your last life on the understanding that their "man spar Derek" who "runs tings and dat" is just outside and is more than willing to give you a slap. In this kind of situation, an ugly scene can be sometimes averted when your potential assailants realize they're late for a geography



publisher **Nintendo** origin **Japan**
 developer **Nintendo** genre **Racing**
 release date **Now (Japan)** price **£69.99**

players 1-2 rumble yes cartridge 96 battery Yes



lecture, but with *1080° Snowboarding*, arcade harassment from delinquent solvent abusers can be a thing of the past. In fact, with the addition of a disinterested cashier, a family sized tub of Evo-Stick and a machine dispensing solo cigarettes, your front room could be converted into an impromptu arcade of your own.

Winter Wonderland

1080° Snowboarding is that good, it really is that good. From the same team that brought us *Wave Race 64*, it immediately joins the select band of titles that alone justify owning a Nintendo 64. Not only do the graphics rock, they also rule, and clearly fail to suck. Dramatic winter landscapes are thrown around the screen with aplomb, everything appearing suitably crisp and sharp, with none of the annoying blur so prevalent in many N64 games. When travelling over ice, some excellent reflection effects are brought into play, and Nintendo should also be commended on their subtle and context sensitive use of lens flare. Many developers simply throw it around liberally to show off what they can do, and it often proves more intrusive than impressive. But in *1080° Snowboarding* it is used sparingly and at relevant moments, such as when the sun looms into view through a break in the mountains, the psychedelic colours perfectly complementing the snowy, reflective environment. Naturally, some token airborne vehicles are thrown in, with the omnipresent helicopter occasionally joined by a hot air balloon.

There is little time for sight-seeing though, as the pace of the game is astonishing. The sensation of motion is emphatic, and will have you lurching about in your chair like a fool. Heading downhill feels absolutely breathtaking at times, and the game delivers the most realistic snowboarding experience found on a console to date. This speed would be unmanageable without solid control, but thankfully the game features some intuitive handling, the analog stick again coming into its own. With practice, you can soon be skimming off the snow like a natural, with precision control enabling you to push



speed to the limit as well as grabbing the obligatory phat air and performing some elaborate manoeuvres. Jumps and tricks are controlled in a similar fashion to the moves found in *Wave Race 64*: button combinations for easy moves are simple to pull off, while more complicated moves are accordingly more difficult to perform.

The Ice Man cometh

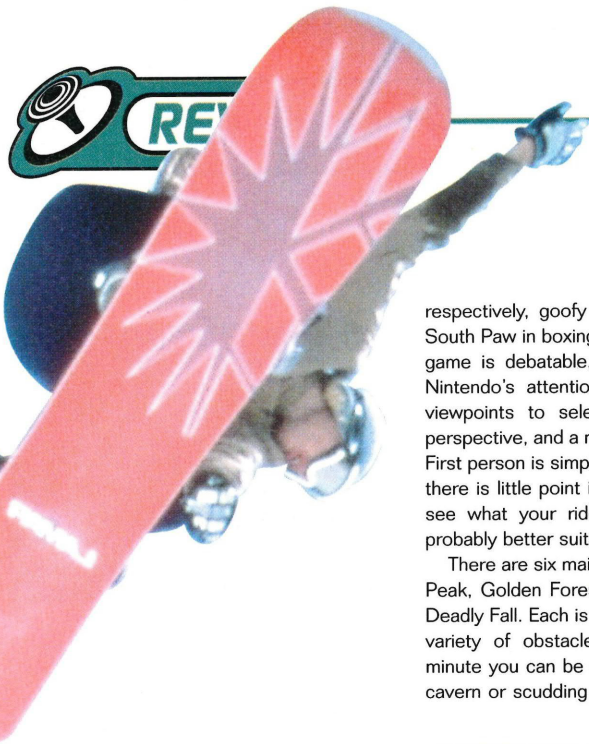
1080° Snowboarding features five different international riders (as well as a secret Ice Man), each rated in terms of technique, maximum speed, balance, jumping and power. Basically, it's a case of horses for courses, although not literally, that would be macabre. Also, thanks to an official Tommy Hilfiger endorsement, the riders are all kitted out in some extremely expensive designer piste-wear. Further sponsorship comes from snowboard manufacturers Lamar, and the eight available boards are also rated according to edge control, acceleration, response, stability and flex. As a rough guide, the thinner boards are faster and more suited to racing, whereas performing tricks is easier with a wider board. You can also choose whether to ride regular or goofy, which involves leading with the left foot or right foot ▶

Not only do the graphics rock, they also rule, and clearly fail to suck. !!

Cabin fever

When not launching themselves down a mountain on what amounts to little more than a glorified baking tray, the five members of the Vertical Airsteam like to relax in a log cabin decorated with hefty Tommy Hilfiger and Lamar logos. To the sound of an infuriatingly catchy "work your body, work your body, get down" tune, Kimachi warms his arse by the fire, while Blaster shoots some pool and Haywood props up the bar. Meanwhile upstairs, Hayami and Winterborn are having an intimate chat. What happened next?





respectively, goofy presumably being the equivalent of a South Paw in boxing. What actual difference it makes in the game is debatable, but if nothing else it is indicative of Nintendo's attention to detail. There are three different viewpoints to select from: a first and a third person perspective, and a more pulled back pseudo-overhead view. First person is simply terrifying and is more suited to racing; there is little point in performing tricks if you can't actually see what your rider is doing; the third person view is probably better suited to this purpose.

There are six main courses, namely Crystal Lake, Crystal Peak, Golden Forest, Mountain Village, Dragon Cave and Deadly Fall. Each is filled with dramatic scenery as well as a variety of obstacles, both natural and man-made. One minute you can be dodging trees, steaming through an ice cavern or scudding along a frozen river bed; seconds later

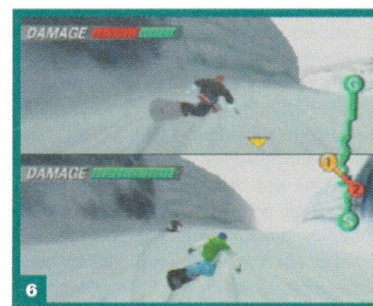
you'll be negotiating parked cars, including a light blue 'spaz-mobile', once so inexplicably popular at Chelsea's Stamford Bridge. There is also a fair amount of sliding along narrow wooden bridges to contend with and one section actually involves careering through somebody's house while they're having their tea (not really). The snow also varies from area to area. You can really pick up some speed on the hard, compacted stuff then suddenly you'll find yourself sunk up to the nuts in fine powder (if only), virtually having to dig yourself out, unfortunately without the aid of a large Schnorbits dog bearing brandy. You can also go off-snow, weaving across a bit of greenery or even tearing down a section of road, which can't be good for your board.



The sensation of motion is emphatic and will have you lurching about in your chair like a fool //



1. See that copter?...it could slice your head clean off.
2. Cool Boarders? you got to be joking. 1080 is snowboarding, nothing else comes even close.
3. The stunning Golden Forest course.
4. That door on the right leads to some hidden treasure...don't be silly, of course it doesn't.
5. If you get really, really good, you too might get to race the Iceman.
6. The 1080 real-deal, the two player game: probably the finest example of duel-player racing antics on the 64.



Bag of Tricks

Melancholy



The front hand reaches behind the front leg and grabs the heel edge in-between the bindings, while the front leg is 'boned' (straight).

Lien air



The front hand grabs the heel edge and the body leans out over the nose. Named after skateboarder Neil Blender (Lien is Neil spelled backwards).

Method



The front hand grabs the heel edge, both knees are bent and the board is pulled to level of the head.

Indy



The rear hand grabs the toe edge between the toes or in front of the front foot.

Tweak



The rear hand reaches behind the rear leg and grabs the heel edge.

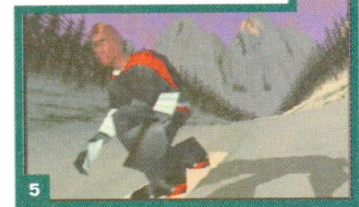
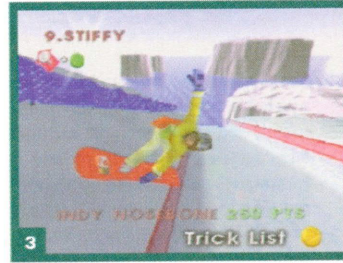


A la mode

The game includes a variety of modes, and each is a unique game on its own, providing a new level of challenge. The obvious starting point is Match Race, where two riders compete head-to-head, hurtling down a mountainside with very little regard for their own personal safety. It is a shame that more riders weren't included, but even with only two contestants it is an extremely intense duel. At times, it can be a cat and mouse affair, with riders stalking each other whilst looking for a gap to take advantage of. It certainly isn't a non-contact sport though and collisions are commonplace, with both riders often coming to grief. Staying on your feet is advisable, not only to make good time but because the boards are susceptible to damage, eventually forcing a retirement and handing victory to your opponent. During the

race, it is possible to look over your shoulder to check on your opponent's progress, and his position is also marked by an on-screen arrow if in close attendance, enabling you to weave in front of him and attempt to block any overtaking manoeuvre. The relative positions of the two riders are also represented on a rudimentary map, which unfortunately resembles an overhead view of a golf course. Due to the nature of the courses, there are multiple routes that can be taken. Hence it is possible to complete a sizable part of a race without actually seeing your opponent. But just as you think the winning post is within spitting distance, you'll see him hurtling off a cliff in the distance and taking the lead, which is more than a little annoying. The one-player option features normal, hard and expert levels. ▶

1. The basic tricks are fairly easy to execute, it's that 1080 deal that's the bad ass mutha, practice man, practice 2. Head-to-head games often turn into real cat and mouse affairs, but not literally. 3. Hit the half-pipe and you'll be pulling stiffy's in no time at all 4. 1080 is the best reason yet to invest in a second pad. 5. That's Dion Blaster on the replay, he's lightening fast, but don't count on him for technique.



Easy Riders

The Vertical Airs Team featured in 1080° Snowboarding were apparently formed with the express intent of conquering the Legendary Mountains, whatever they are. Meet the team...



Kensuke Kimachi

He joined the team knowing that fame in Japan alone was not enough. Displays complete apathy to anything he's not interested in.



Dion Blaster

Loves speed, and is also short tempered, making him the wild card in this pack of jokers.



Rob Haywood

Recommended to join the team by Ricky's father. He's a good technician but slightly inexperienced. He's also Kensuke's main rival.



Ricky Winterborn

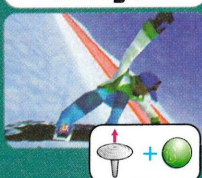
The son of the guy who started the team, he has good technique and is very stylish. Bit of a cocky git though.



Akari Hayami

Nothing to do with manga or Feng Shui, she is actually a Japanese girl attending High School in the United States. The only female member of the team.

Nose grab



The front hand grabs the nose of the snowboard.

Tail grab



The rear hand grabs the tail of the snowboard.

Stiffy



A manoeuvre in which both legs are boned and a grab is incorporated.

Mute grab



The front hand grabs the toe edge either between the toes or in front of the front foot.

Stalefish



The rear hand grabs the heel edge behind the rear leg and in between the bindings while the rear leg is boned.

Indy nosebone



The rear hand grabs the toes edge of just behind the lead foot.

REVIEW



Crystal Lake

A fairly gentle introduction to the art of 1080°. Check out the house half way down - there's a short cut there.

Difficulty: Easy
Time to beat: 1'02"26



Crystal Peak

Joins Crystal Lake half way down - watch out for the moguls early on.

Difficulty: Medium
Time to beat: 1'31"01



Golden Forest

Visually breathtaking. Full of different routes and some waist deep powder.

Difficulty: Hard
Time to beat: 1'26"78



● The gap is narrow and the risks are high - go for it!

comprising four, five and six courses respectively, all of which become available as progress is made. They are exactly the same courses, but made more difficult due to adverse weather conditions and night racing. With some impressive snow effects billowing into your face, visibility is reduced to a minimum, causing potentially injurious obstacles to loom into view in a frightening manner, necessitating some rapid evasive action. The two-player game splits the screen horizontally and drops the far background to keep up the impressive frame rate. It is barely noticeable though, and some frantic races are possible, with the outcome usually in question right up to the final seconds.

Ghost in the machine

Time Attack is fairly self explanatory, giving you the chance to set and break records. There is no

real place in this mode for fancy tricks, and it is usually a case of finding the fastest snow and keeping your head down. If desired, a Ghost Mode is available enabling you to compete against your fastest time in the usual racing game fashion.

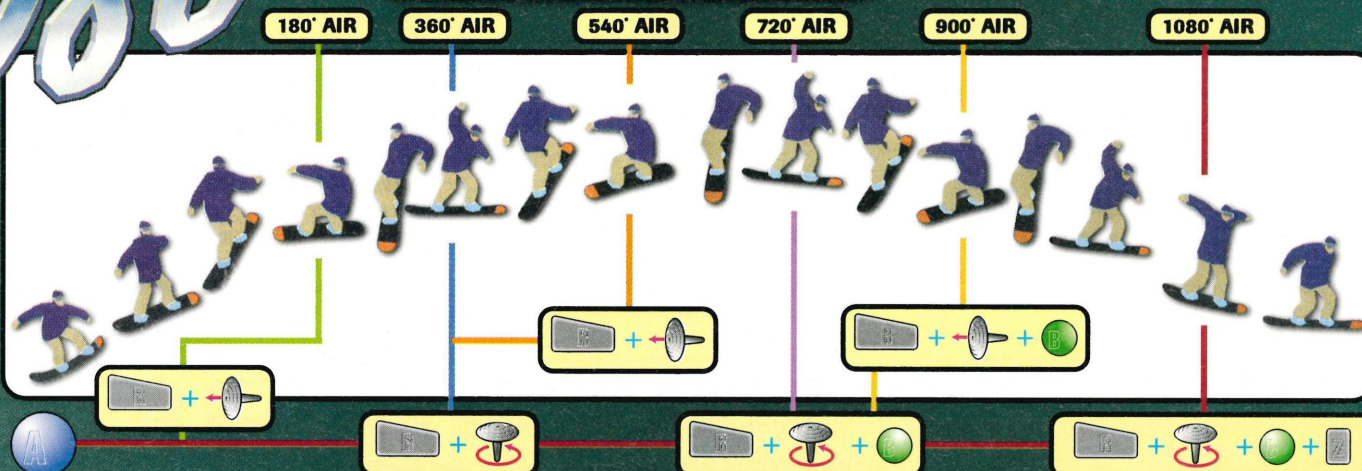
Trick Attack involves, unsurprisingly, performing tricks. Each trick, of which there are 20 in total plus hidden ones, scores a mandatory number of points, based on difficulty.

However, if a trick is held for a period of time the score increases rapidly. To claim the points each manoeuvre has to be landed properly, presenting the quandary of holding out for a few more points or banking on a safe landing. Combinations can also be performed, with multiple tricks again proving a risky, but well rewarded tactic. The Trick Attack is also subject to some fairly unforgiving checkpoints, so the



1080°

1080° - HOW TO PULL IT OFF



The 1080 : The ultimate in snowboarding. If you're gonna get respect on the slopes you've just got to cut it with the best, man. That means one thing, learn the way of the 1080. Our easy to follow flo chart can show you the way, the rest is upto you. Now get to it dude and eat some phat air.



Mountain Village

Runs through a village so look out for obstacles - especially the light blue 'spaz' mobile

Difficulty: Medium
Time to beat: 1'43"22



Dragon Cave

Takes place at night, check out the suspended rope bridge and flaming hoops

Difficulty: Medium
Time to beat: 1'36"69



Deadly Fall

Takes your breath away - it's almost a sheer drop! - 1080° experts only please.

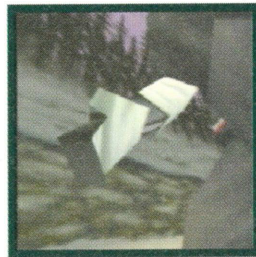
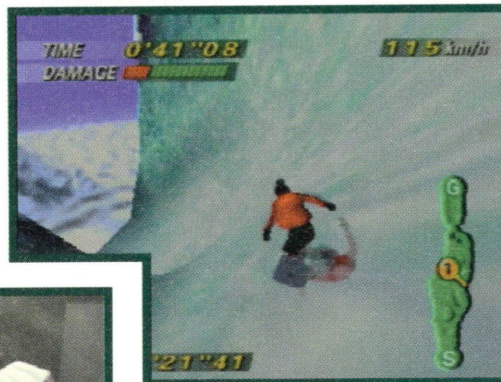
Difficulty: Hard
Time to beat: 1'11"39



more time spent doing tricks, the more chance there is of failing to finish. There are also two specific trick courses: the literally titled Air Make, which is simply a huge ramp, and Half Pipe, which enables you to grab plenty of air.

The Contest Mode is a slalom-based affair that goes through the courses sequentially, with points awarded for tricks in the usual manner. This is for the more advanced player, and is an extremely well balanced challenge, qualification to the next course often being denied by tenths of a second. There is also a Training Section, whereby you go through the 20 tricks in order of difficulty, with on screen instructions relaying the necessary button combinations. Remembering them all in the actual game requires a certain amount of brain power though, particularly as some of the moves differ from rider to rider.

On completion of any challenge, a full



replay can be viewed, filmed from a number of fixed cameras as well as from the ubiquitous overhead helicopter. The replay is also viewable via a pseudo-widescreen view from within a log cabin, replete with some artistic motion blur. It is actually different enough from the 'live' event to be watchable, and of course there are lessons to be learned from analysing your mistakes.

With an avalanche (clever wording, cheers) of snowboarding titles set to appear on the Nintendo 64, 1080° Snowboarding grabs the initiative. For an utterly exhilarating and extremely realistic representation of the sport, this will take some beating, and it is difficult to see where a competitor could improve upon it. Nintendo simply get it right time and again, and this is the latest jewel in their star-studded crown. Nintendo are phat.



● Get through that short-cut just ahead - it'll take you down to the village.



● It isn't called 'Deadly Fall' for nothing.

UPPERS

Speed
Realism

Only supports two players

DOWNERS

V SIXTYFOUR

Ever since some wisearse took the wheels off his skateboard and pissed off a group of skiers by going faster than them, snowboarding has been growing in profile to the point where it now enjoys Olympic status. None of this will harm 1080° Snowboarding's prospects, but ultimately it will sell because it's a brilliant game. The greatest compliment that can be paid to the game is that it genuinely makes you consider trying snowboarding. So if anyone's got a knock-off Hilfiger going cheap...

LOWDOWN

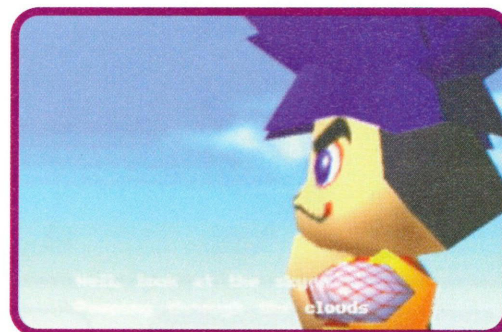
Graphics	Sound	Playerability	Langevity	Conclusion
				9
9	8	9	9	



You want weird? We'll give you weird... welcome to the world of Goeman Warrior, Mystical Ninja. Basingstoke it ain't. Charlie Brooker investigates.



The Belgians could never have come up with a game like this. Nor, for that matter, could the Germans, the Norwegians, the Swedes, the Americans, the Iraqis or our good selves the British. The French might be in with a shot, but only if they were reeling around out of their heads on Angel Dust or Benilyn or both. Fact is, *Legend of the Mystical Ninja Starring Goeman Warrior* is so damned peculiar, it could *only* have been dreamt up by the undisputed masters of oblique curiosity, the ever reliable Japanese.



This is hardcore weird, even by their decidedly leftfield standards. Taking a piece of antiquated Japanese folklore revolving around a Robin Hood-style hero as its base, the game extrapolates wildly from its potentially tedious premise, to provide hour upon hour of polished exploratory action. The storyline runs roughly as follows: frustrated by the cramped conditions of their theatre's auditorium, a group of Shogun performers have decided to turn the clichéd saying "all the world's a stage" into a cold, hard reality instead of a meaningless soundbite. Using an absurdly

publisher **Konami**
 developer **Konami**
 release date **20/4/98**

origin **UK**
 genre **Adventure**
 price **£49.99**

players 1
 rumble no
 cartridge 96m
 battery no



1. A case for Mulder and Scully? Or is there a more rational explanation behind these UFO sightings. Rational? Goeman? Nah, not a bit of it.
2. Yae's schoolgirl looks belie her deadly ninja skills. Don't even think about pinching her bum. Hi-ya!
3. The inventory screen is essential for... erm... seeing exactly what's in your inventory, of course.

Whole in one

The Legend of the Mystical Ninja is, of course, a sequel to a fondly-remembered series of Japanese Super Nintendo games, of which only one (the first installment) ever made it to these shores. And fans of the original should pick up the thread straight away because the basic structure of the gameplay remains identical, despite the inevitable leap into three dimensions. The sole disappointment is the paucity of bonus 'mini-games', which made the original titles sometimes feel a bit like one of those illegal '387 Games in One' cartridges sold by weasel-faced petty criminals at car boot sales.

Konami may have concentrated on the overall feel of the title at the expense of some of the more impressive hidden features (such as the horse-racing game and mini *Gradius* clones which cropped up in the original title). There's still more variety here than in 99 per cent of the other titles on the market, but somehow, compared with its 16-bit forebearers, the 64-bit incarnation is a bit of a letdown, in this respect at least. Picky as piss, that's us.



- When not bludgeoning baddies to a pulp, Goeman's chain pipe is also ideal for crossing holes and streams.



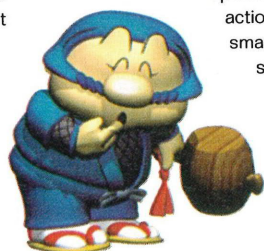
- Ebisumaru may be a little 'different', but the town folk love him just the way he is.

...the videogame equivalent of a big bag of tasty, tricky-to-shell pistachio nuts.

improbable peach-shaped UFO, they're going to transform the whole of ancient Japan into one gigantic theatre, populated by gangs of kidnapped and enslaved children, who will be forced to dance around like puppets for the amusement of others. An excellent suggestion, and one that wouldn't be entirely out of place inside the Millennium Dome, but Goeman – *Mystical Ninja*'s lead character – disagrees violently. Reasoning that it somehow just isn't fair to subject thousands of innocent scallywags to a life of abject misery (clearly never having worked as a supply teacher for an inner city school), Goeman sets out to rescue the incarcerated kiddywinks and give the bad guys what for. Cue oddball action maximus.

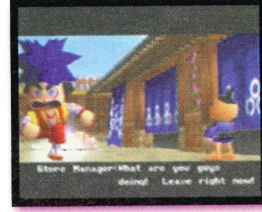
2D, 3D, deeply

Visually, the developers have clearly been heavily



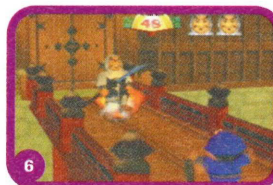
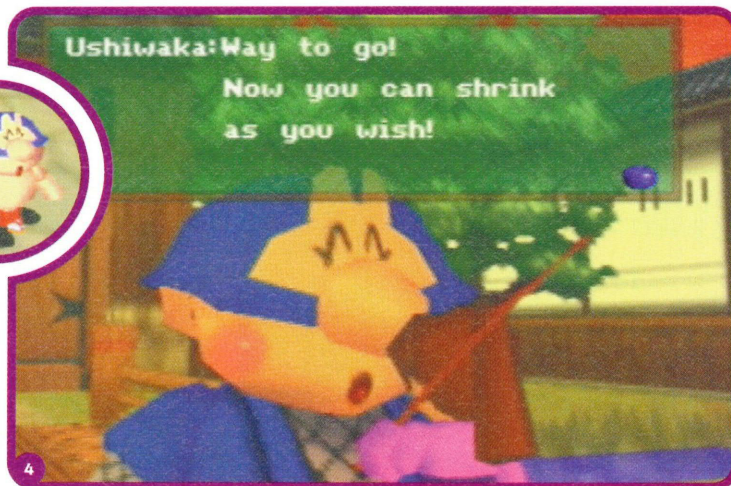
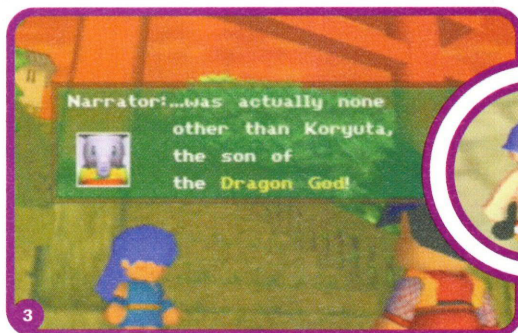
'influenced' by *Mario 64*, with a similar standard of 3D platform shenanigans providing the bulk of the action. Initially a tad bland, the game soon smacks you in the chops with a couple of stunning visual set pieces (such as a gigantic rotating head spewing fire into your eyes), just to keep you on your toes.

The structure will be familiar to anyone who's played any of the old skool Super Nintendo versions of the game: it's a light-hearted, (P)

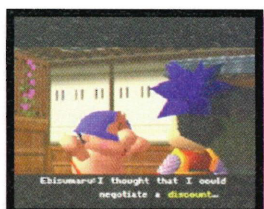
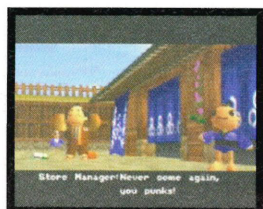




it deserves a place on your shelf, if only to remind you that the Japanese are, to a man, insane.



1. Enter the dragon! Well, get on the back of it at least. Work your way up his spine to the boss, then give that big bad brolly-headed fiend a beating he'll never forget.
2. With this spook-illuminating windup camera the ghouls don't stand a chance. But first you must find it.
3. Losing the plot? Don't worry, the ever present narrator is always at hand.
4. After a chance meeting with Ushiwaka 'the one of little height', Ebisumaru learns the way of the shrink. Good, 'cos he's sure as hell going to need it.
5. There are a few minor differences between the Western and Japanese game. Those stars, for instance – they were swastikas in the original.
6. The path ahead is blocked. Let's just hope Ebisumaru's 'two-pin' bowling skills are up to scratch.
7. In a rare moment of calm, after completing his rather nice new picket fence, Goeman takes time out to collect his thoughts. At least that what we think he's doing.
8. Slowly, does it Goeman. Just a... few... more... steps... and you're home and dry.



Legend of the Mystical Ninja



Goeman

Our hero. Mister Central Character. The Big Cheese. You get the picture. Goeman Warrior, the principal boy of Mystical Ninja, is the figure you'll be controlling for the majority of the game, and judging by that ludicrous barnet, he frequents the same hairdresser as erstwhile fleabag mascot Sonic the Hedgehog. In the name of self-defence, Goeman likes smacking people over the head with his pipe, a predilection that sounds ruder in theory than it is in practice. He can also wield a 'chain-pipe', which acts as an impromptu grappling hook, all the better for reaching precarious locations with.



Ebisumaru

Check out this freak. Ebisumaru is supposed to be the 'comic relief', but to be honest, we found him more than a little frightening. Perhaps it's the blue catsuit, the unconventional deployment of facial hair, or the way he likes to lie on his back and shimmy along like an earthworm. Either way, it's clear that the guy's a serious pervert who probably smells of wee. His weapon of choice is a bloody big mallet, which can be powered-up at opportune moments. Oh yeah, and he can shrink too. But for God's sake just don't let him anywhere near the kids.



Sasuke

The latest entrant into the family of charismatic pop-culture mechanoids which includes K-9, Metal Mickey, Robbie the Robot, Simon Mayo and the Backstreet Boys, Sasuke is a metallic ninja who won't 'go' unless you've got some batteries to hand. Once up and running, he likes to toss kunai throwing stars (the psychotic's version of a fifty pence piece) into the faces of all and sundry, with an air of carefree abandon which is quite frankly unacceptable in this day and age. We blame the parents.



Yae

Token female alert: Yae is a girl, with knockers and everything, although you don't get to see any of that stuff during the game, no matter how many button combinations you press, believe us. We tried for four hours solid, and there wasn't a sniff. Not even so much as a stray hair poking out the side of her pants or anything. Still, she's a mighty fine character to have on your side, being extremely adept at running, sword-wielding and playing the flute (three characteristics that, surprisingly, come in very handy).

The Fab Four



Mystical Ninja brings you not one, but four – yes, four – playable characters to aid you on your quest. Most of the time, you'll be sticking with Goeman himself, but on occasions a quick change of identity will prove beneficial – and sometimes essential. As the game begins, you can switch between Goeman and

Ebisumaru. The additional characters will join your party *en route*, without even being asked, and then you can't get rid of them. A bit like Australian hitchhikers, really, except they won't suddenly try to sell you a small lump of Oxo for ten quid and then refuse to take no for an answer.



action-based caper, halfway between the arcade role-playing of *Zelda*, and the out-and-out leapathon that is the aforementioned *Mario 64*. Most of the locations fall into one of three categories: towns, countryside or castles. Towns consist of a collection of generic

'shops' providing services which range from the purchase of armour and weaponry, to saving your game, and a largely benevolent populace who mill about offering advice, clues and occasionally setting Goeman and chums off on a related sub-quest. To travel from one town to another, you'll need to venture out into the countryside, which is pretty much jam-

packed with minor predators and other associated perils. And finally the castles, each of which is a perplexing complex of classic platform gaming material, guarded by the ubiquitous 'boss' at the end. Taken on its own, each individual element is fairly unremarkable, but seamlessly combined they form a continually diverting, wonderfully varied playing experience.

Spice of life and all that

Newcomers may be confused by the initial minutes of play: not much really seems to be going on at first, and the things that *are* don't make any sense. Cross this barrier, however, and you're hooked. The constant stream of minor tasks and easy-going puzzles, coupled with the more demanding castle sections makes it almost impossible to switch



● Ready for battle, green eyes fixed on the middle distance, Sasuke prepares his devastating bouffant-hair attack!





REVIEW

Golden Goeman moments

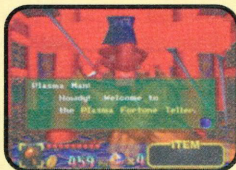
There are far too many memorable moments to mention, but here are some of our personal favourites. You just never know what's going to happen next!

Plasma Man

Mystical Ninja's very own Mystic Meg. Just what does the future hold? Want to know? Well, best pay a visit to Plasma Man.

Whenever our intrepid heroes are feeling a little lost Plasma Man is always on hand to give them some direction. Such advice doesn't come free though. It'll cost you 10 Ryos, but for that price you also get a rather spectacular floorshow from his very own

troupe of belly dancers – worth the admission price alone.



One night in heaven

All this romping around the Japanese countryside certainly takes it out of you so a good night's kip is essential. There's a choice of three rooms available, but go for the super deluxe every time, where you'll be attended to by a delightful pair of geisha girls. Don't expect any extras though, it's a very respectable establishment, unfortunately.



Let's all 'DO' the Conga

Conga's an oversized head who looks like he's had one too many sunbeds for his own good. Watch it though, his bark is definitely worse than his bite, as he breathes fire! So watch your ass around this guy. Learn his pattern and then strike with your chain-pipe to send him back to that great solarium in the sky.



You're going home in a cosmic ambience

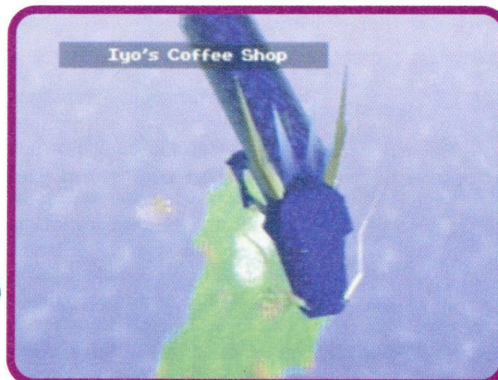
One of the most entertaining sections of the game is also the most graphically appealing: the almighty robot punch-up sequences. The first appears fairly early on, and comes complete with its own credit sequence and theme song (in Japanese, with English subtitles).

Goeman is temporarily spirited inside Impact, the 'gorgeous fighting robot' who entertains dreams of being a big movie star. Rumours that he's been signed to reprise Jennifer Beals' role in *Flashdance II* could not be confirmed as we went to press.

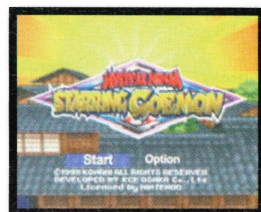
The boxing sections resemble a kind of trippy, high-budget, sci-fi version of *Super Punch Out*, and are so much fun, you'll want to go back and play them many times over. They're also downright spectacular to look at. Invite a PlayStation-owning friend round for a quick go and watch him grind his teeth down to a fine white powder with uncontrollable jealousy.



off: there's always something *new* happening. A minor example: at one point in the game, a guard refuses to let Goeman and friends cross a bridge unless they give him a huge pile of treasure. Disgruntled, you slump off to have a look around the rest of the town. Conversing with some of the inhabitants reveals that the local fisherman knows a thing or two about outwitting the guard, so off you go in search of him. But the fisherman refuses to help you unless you leap into the river and bag a load of carp. Cue several minutes of running around, ankle-deep in water, in hot pursuit of a slippery fish. That task completed, the demanding angler hands you a barrel and suggests you hurl it at the guard's ankles. And sure enough, before long you're into *another* little sub-game, where you literally try to



- Want to go somewhere fast? Easy, just summon Koryuta the dragon by playing a catchy little tune on Yae's flute, choose your destination and, hey presto, you're there!





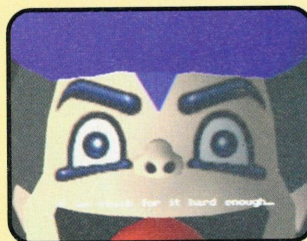
Fee-fi-fo-fum

Now this is funny. Really, really funny. You've shrunk and you're in the big-nosed giant's (BNG) kitchen cupboard, where there are eight sweets to be had. Sounds simple enough? Not so. It's easy pickings when the cupboard door is shut, but when BNG hears some rumblings inside, he takes a peak and if he sees you, all hell breaks loose.



Sudden Impact

When faced with the giant, Kebuce robot simply summons Impact and fights fire with fire, or rather huge robot thing with huge robot thing. Climb aboard, strap yourself in and kick some serious mechanoid butt. Just draw him in with your pincer arm and let him have it, right in the face, then bring oil to his eyes with a swift kick to his rusty nuts. Kaphumpha!



Have a heart

Dharumanyo might be a fearsome opponent but go for his weak spot – his dicky heart. Years and years of boss-type shenanigans have taken a heavy toll on poor old Dharumanyo, but there's no room for sentiment so go for his ticker and tear it out. Hurrah!



● The tiny Ebisumara finds time between adventuring to shoot some pool.



● You'll split your sides at Goeman's 'Off the Wall' humour.

bowl the guard over while he leaps up and down like a great big ponce.

Each individual encounter is almost insulting in its simplicity, but the sheer quantity and variety of them, and the manner in which each accomplishment segues into the next makes it pretty much unputdownable; the videogame equivalent of a big bag of tasty, tricky-to-shell pistachio nuts.

And there are loads of other cute little touches too: from the subtitled, incomprehensible theme song, to the endearingly dreadful 'jokes' which crop up from time to time, replete with audience laugh track. Like all the best *animé*, it's



completely bewildering but oddly enchanting throughout, and Konami should be heartily congratulated for taking the effort to translate and release the game to a potentially hostile Western audience (although they *could* have taken a little more care with some of the translation, which frequently fails to make the remotest bit of sense).

As a bridge between *Mario* and the forthcoming *Zelda*, this is ideal, and while it won't last forever (and you're unlikely to go back to it once you've seen it through), it deserves a place on your shelf. If only to remind you that the Japanese are, to a man, insane.



UPPERS

Noodles of personality
Hilarious hi-jinx
Totally absorbing

Clipping could've been tidier

DOWNERS

VSIXTYFOUR

A big shout to those Konami catz for translating this amazing game into English. We knew it was special when it was first released in Japan but apart from the visual gags – of which there are many – much of the humour was lost. But now, fully Anglicized-up Goeman's true greatness can be completely appreciated. An insane experience that all Nintendoids should try.

LOWDOWN

Graphics Sound Playability Longevity Conclusion



9



9



9



8



9



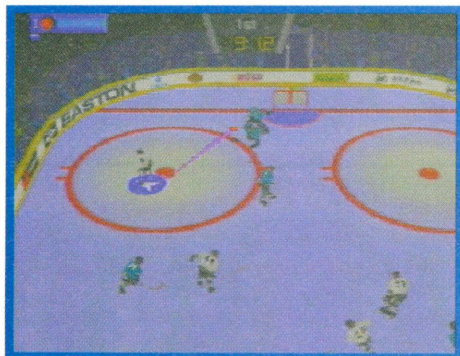
Ice and a Slice

Steve Hill puts on a scary mask and teeters tentatively onto the ice. Of course he doesn't, he's reviewing a game.

Although inexplicably popular in such bleak northern outposts as Durham and Crewe, ice hockey has generally struggled to capture the imagination of the sporting public in this country. This comes as no surprise; as a rule of thumb, any sport that utilises an expanse of water in any of its compound forms is usually a waste of time, hence the almost universal indifference afforded to the recent Winter Olympics.

Nevertheless, ice hockey is big business in North America, which provides the setting for *Wayne Gretzky's 3D Hockey 98*. The game features teams from the NHL (National Hockey League, for the uninitiated), spanning from

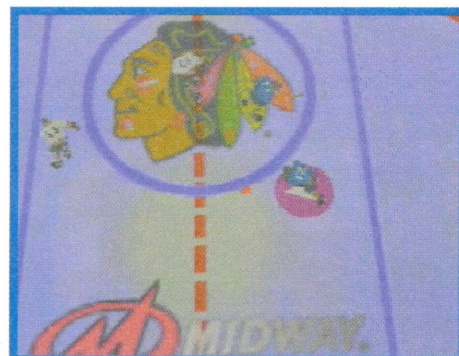
coast to coast and also including Canada, where everything comes with ice. Of the 26 available sides, those that may have inadvertently eased themselves into the national consciousness include The Mighty Ducks of Anaheim, Tampa Bay Lightning and the New York Rangers, starring Gretzky himself. The rest of the contingent is made up of the likes of the Pittsburgh Penguins, Boston Bruins and Buttpoke Barracudas, the latter being a hilarious small-town America untruth. As for players, household names are very thin on the ground, with only Brett Hull raising a flicker of recognition, and that purely because he once lent his name to a substandard PC game.



● Advocates of the old-skool may prefer an over-head perspective.



● Graphically, the sequel is pretty much identical to the first game.

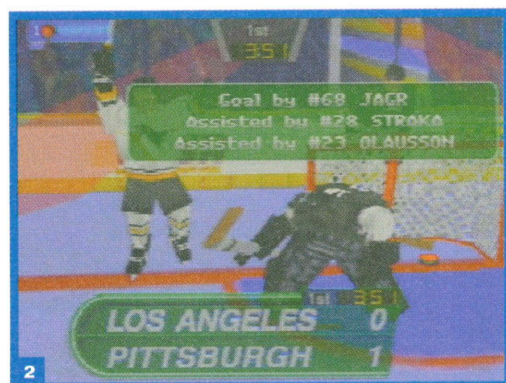
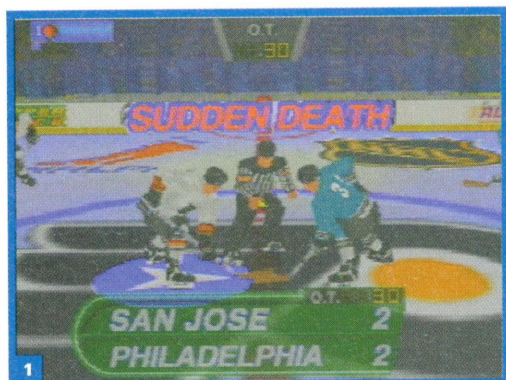


● NHL logos are displayed on the ice. Apart from this the stadia are identical.

publisher **GT**
 developer **Midway**
 release date **Now**

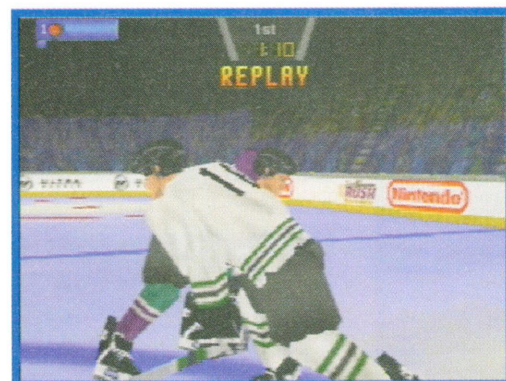
origin **UK**
 genre **Sports**
 price **£49.99**

players 1-4
 rumble yes
 cartridge 64
 battery no



1. As is typical of a Stateside sport, draws are frowned upon. Sudden death settles tied games.
2. Gretzky goals are greeted with a not inconsiderable hullabaloo.
3. Close-up cam may look spectacular, but it is impractical in terms of gameplay.
4. The Amputee League makes for an amusing diversion. No, not really.

The game features teams from the NHL, spanning coast to coast, and also Canada, where everything comes with ice.



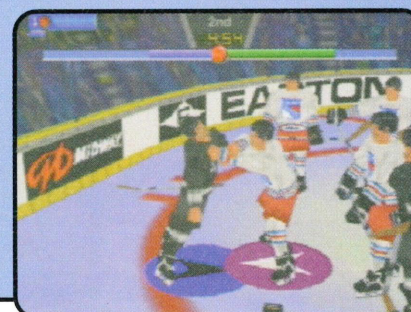
Due to an horrendous hangover, our caption writer is at a loss to mention anything of interest in this instance.

"Leave it out Terry, he's not worth it!"

There are few finer sights than grown men of limited intelligence punching each other hard in the face with their fists, particularly in the name of sport. Violent skirmishes are commonplace in ice hockey, and this is something that is reflected in *Wayne Gretzky's 3D Hockey 98*.

Each player has an anger meter, with rage increasing according to the amount of harassment received. Eventually a player snaps, gloves and masks come off, and the game briefly transforms into a rudimentary beat-em-up.

The joypad can be used to trade blows until one player falls to the ice in a bloodied, dazed state, at which stage they are both ordered to the 'Sin Bin'. Of course, it's all been done before, but it's still highly amusing.



Half man, half biscuit

To the uninitiated, the sport of ice hockey would appear to involve grown men on skates knocking the shit out of each other and occasionally flicking a biscuit past the mad bloke out of *Friday The 13th*.

Admittedly, this is pretty much the case, although – perhaps surprisingly – there are a number of rules which must be adhered to. Naturally, no right-minded person has any idea what they are, nor any interest in learning them. Having shelled out 45 quid for a game, the last thing you want to be doing is clarifying the intricacies of the off-side law.

This is where Wayne Gretzky's Arcade Mode comes into play. Three against three, with no rules at all, it provides the perfect induction for the ice hockey virgin. Within minutes it is possible to be pirouetting like Torville and Dean, and hitting a small disc with a big stick in a fairly convincing fashion. The control system is manageable enough, and a

rudimentary pass and shoot game can be employed almost immediately. The N64 analog stick is perfectly suited to prancing around on the ice, and the manoeuvrability of the players is spot on, conveying a real sense of momentum.

Shooting is largely a hit-and-miss affair. Due to the small target, there is no aiming as such, and it usually comes down to trying either a little flick, a slapshot, a cheeky one-two, or giving it some purchase with a power shot. Whether the puck goes in or not probably depends on the relative qualities of the striker and the keeper, combined with a large dose of randomness.

Ultimately, like many sports, successful goal scoring comes down to percentages: the more shots attempted, the more goals scored. Obviously, when you do score, it is easy to convince yourself that it was as a result of your consummate skill, although a random flurry of button pressing can occasionally yield the same result.

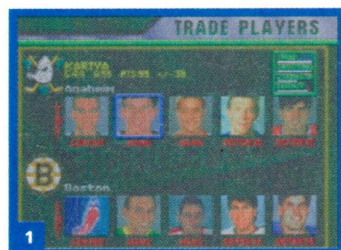


● Side cam is the default setting and works a treat.

●● *Within minutes it is possible to be pirouetting like Torville and Dean, and hitting a small disc with a big stick in a fairly convincing fashion.* ●●

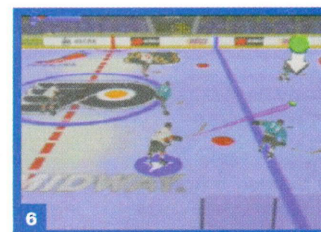
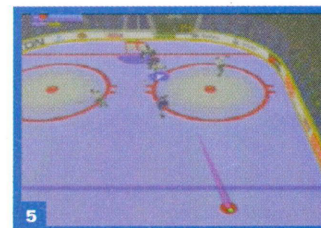
The greatest of all time

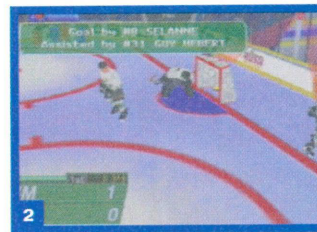
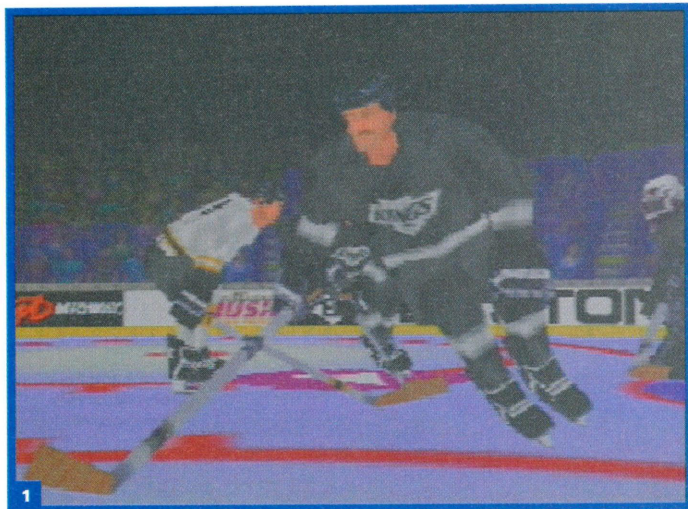
Born in Ontario in 1961, Wayne Douglas Gretzky is known universally as 'The Great One,' and is now in his 19th professional season. In that time he has broken virtually every offensive record in the game, and was recently voted the greatest player of all time. Wayne also does a lot of good work for charity.



5. In arcade mode the rinks are smaller and the players fewer.
6. Shooting in Gretzky is largely a hit-and-miss affair.

1. Your star net-buster going through a lean patch? Then trade him in for a new one.
2. A full season spans 82 games. Those with less time on their hands can opt for the playoffs.
3. Handily, the puck leaves a blazing trail in its wake.
4. View the action from any angle with Gretzky's replay mode.





1. If nothing else, close-up cam is the tops for displaying ace screenshots.
2. You'll soon be scoring goals with consummate ease.

"Quite literally, on fire!"

The commentary is fairly generic, but is occasionally reflected in bizarre on-screen action. For instance, "the goaltender's a wall!" results in the net actually being bricked up, and "the puck's on fire!" has a similarly literal interpretation. Fortunately, the phrases "he goes down!" and "from behind!" are without graphic depiction.



Ice ice baby

Once adept at the arcade version, the step up to simulation mode can be made quite swiftly. The teams can consist of four or five players, and proper rules apply, which means that deliberately tripping opponents is a more risky tactic, punishable by being sent from the ice for a set period of time, thus giving the other team a power play. Another rule is called 'icing', and if anyone understands it, feel free to send in answers on a postcard.

Ultimately, the simulation mode is a lot more fragmented, with play often called to a halt for yet another face off, which can become tedious. It is more intense than the arcade mode though, with less goals scored and more emphasis placed on hanging on to a lead.

Full 82 game seasons can be played out, or you can cut to the chase and progress straight to the playoffs, with each round played over the best of seven games.

What the puck?

A problem suffered by ice hockey games in the past – and indeed ice hockey itself – has been an inability to see the puck, it being a very small thing surrounded by very large men. *Wayne Gretzky's 3D Hockey 98* has countered this obstacle in no uncertain terms.

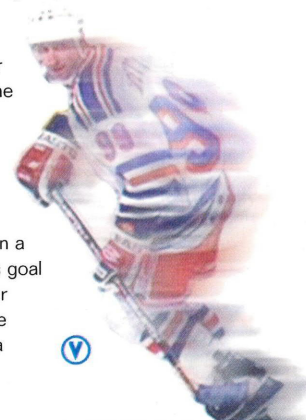
Rather than portraying it as an inanimate black pie, the puck now appears as a strobing pill of psychedelic colour, and in the side-on view has a large flashing arrow hovering above it. Furthermore, if desired, when hit at pace the puck will leave a vivid purple streak in its wake. Similarly, when



- N64 games seem to turn up some bizarre celebrity look-alikes. Nicholas Lindhurst perhaps?

the turbo mode is applied, the accelerated player creates a slightly disconcerting blue trail, and the whole effect is akin to watching ice hockey whilst under the influence of strong acid, especially when the goal catches fire following a particularly fierce shot.

Without a doubt, *Wayne Gretzky's 3D Hockey 98* is more of an arcadey experience than a hard-nosed sports sim, and as such, achieves its goal comfortably. At the end of the day, whatever your opinion of ice hockey, it is certainly infinitely more entertaining than sitting through *Ice Warriors* of a Saturday evening.



↑

UPPERS

Immediately playable

Not as good as NHL Breakaway

↓

DOWNERS

VSIXTYFOUR

Whether you're an ice hockey aficionado or not, *Wayne Gretzky's 3D Hockey 98* is a very playable and often exciting game; as was the original. This is essentially the same game, reissued and repackaged. The graphics and sound are identical, the only real difference is that the players are slightly more intelligent and the goaltenders vastly improved. Not worth buying again, but for an action-oriented ice hockey game it's certainly worth a look.

LOWDOWN

Graphics Sound Playerability Longevity Conclusion

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Yoshi his story Wobbly Egg

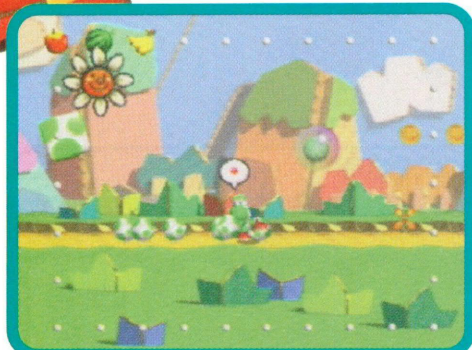
Rating a 9.8 on the cute-o-meter, Yoshi's Story from Nintendo is an old-skool game on a nu-skool platform. We sent Charlie Brooker in to investigate. He wrote the following from his hospital bed, having broken both legs trying to squeeze inside his console.



So, then: a two-dimensional platform game thunders onto the Nintendo dreambox, leaving gamers everywhere scratching their heads in bemusement. "Why, in this day and age," we wonder, "should the Big N decide to release such an old-fashioned title? Is this a 'retro' thang? Are they sick of polygons? Have they taken leave of their senses? Just what, precisely, is going on? Precisely? Yoshi's Story, that's what. It doesn't break new ground or shatter any epochs. A gigantic leap forward for game design it is not. It's just a platform game – and a damned good one at that.

But before we go any further, let's get one thing straight.

If your gaming preferences lean heavily toward the explicit visceral action end of the scale, Yoshi's Story isn't for you. This is possibly the cutest game ever created. Not since the days of the Care Bears have we witnessed such an immense helping of soppy, saccharine niceness. There aren't any weapons. There isn't a chaingun in sight. Nor is there: grue or gore, hideous neck wounds piping hot arcs of blood into the sky, or demented madmen using sharpened dessert spoons to scoop out the eyeballs of their howling victims. No one receives a series of sudden, unexpected blows to the head, face and neck. There isn't so much as a stubbed toe. Instead, Yoshi's world is comprised entirely of



● Wake up these lazy level save eggs by repeatedly stamping on their weary skulls. There's no room for compassion in Yoshi land.



● Where to now? Ah yes, embroidery pattern land methinks.



● Uh-oh! The path ahead is blocked by this bulbous 'phant. No worries... a swift kamikaze arse plunge'll soon put paid to him.



publisher **Nintendo**
 developer **Nintendo**
 release date **Now**

origin **UK**
 genre **2D Platform**
 price **£49.99**

players
 1

rumble
 no

cartridge
 64m

battery
 yes



1 The snow-laden level requires our Yoshi to negotiate some tricky-looking curly logs...

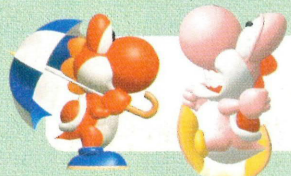
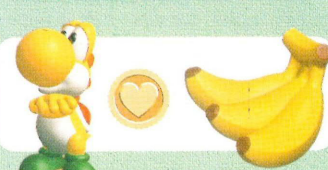
primary colours, cheerful fauna, beaming sunshine and chubby-cheeked adversaries. It looks like a great place to live, although perhaps a little chaste for our liking. The game has clearly been designed with youngsters in mind, and some adults may find it simply far too innocent for their embittered and world-weary constitution to bear. You have been warned.

The game of the book

No Japanese cute-em-up is complete without an utterly preposterous storyline, and slap-our-collective-thigh, *Yoshi's Story* doesn't disappoint in this department. Judging by the pre-game intro, it would appear that Yoshi's world has been transformed into a gigantic pop-up book.

Feeling fruity

You might think Yoshis have an iron constitution, but if truth be known they like nothing better than succulent fresh fruit. Also to make things a little confusing, different Yoshis prefer different fruit. So to fully replenish energy try to keep Yoshi's diet constant. But for God's sake just keep chiles off the menu. YUK!





Yoshi's Story consists of six pages, each with four sub-levels, totalling 24 in all.

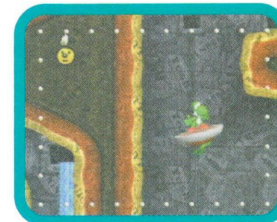
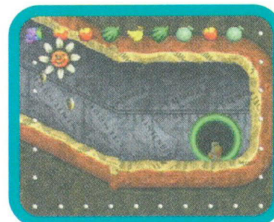
Page one

Even the most novice Yoshi's should have no problem in negotiating any of the levels in page one. Use the early levels for perfecting the way of the Yoshi.



Page two

Deep, deep, down, all the way down. Caverns and sewers are home to Yoshi during page two. Things get a little trickier now with fruit harder to find and puzzles harder to solve.



Page three

Yoshi takes to the skies, on the back of some slippery scaly snakey things. But when Yoshi comes back down to earth he's greeted with a winter wonderland – it's all snowy, ahh,



Page four

The great multi-coloured hunter heads for the steaming jungle but watch out for dinosaur eating triffids and ferocious fat-lipped fish. For a visual feast check out the water effects and inflatable PVC cushions – they're tart.



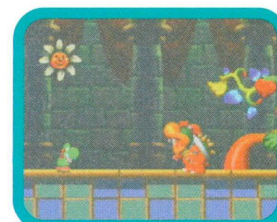
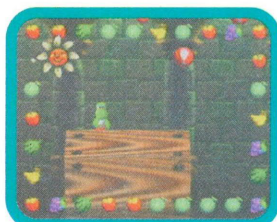
Page five

Yoshi sinks to the depths of the ocean for much of chapter five where all manner of underwater munchers lie in wait. Fear not though, if your Yoshi skills are up to scratch you should sail through it.



Page six

If Yoshi wants to get the Super Happy Tree back safely where it belongs he's going to have to brave the horrors of Koopa's Castle: the hardest part of the game. Negotiate twisting cogs, deadly blades and ghouls a plenty before the final showdown with Koopa himself.





● This spooky place is where failed Yoshis are taken, where they're subjected to horrendous tickle torture in some of the castle's deepest dungeons.



● Four spooks get ready to rumble. Our lizard pals reaction? A swift flick of the tongue and ex-spooks are they...



Yoshi comes equipped with the most lengthy and athletic tongue you'll ever see legally on a UK television.

for reasons beyond the realm of normal human understanding. Naturally, the only sensible course of action is for our eponymous hero to visit each page of the book in turn, and attempt to eat thirty pieces of fruit therein in order to progress to the following stage. As baffling surreal allegories go, this is up there with *Un Chien Andalou*.*

Once the game begins, the player is presented with a litter of six – count 'em, six – mewling Yoshis, each a different colour. These represent the number of lives you have; each time a Yoshi bites the dust thanks to your ham-fisted attempts at dexterity, back to the litter you go to pick the next squealing victim. Just to be difficult, each Yoshi comes complete with its own preferred diet: Yellow



Yoshi, for instance, favours bananas over all other kinds of fruit – so if you eat loads of them, you'll receive a bonus.

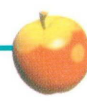
Those of you lucky enough to have played *Yoshi's Island* on the old-skool, lo-fi SNES system will recognise the on-screen shenanigans immediately. Yoshi comes equipped with the most lengthy and athletic tongue you'll ever legally see on a UK television.

He could lick sherbet from the inside of a 50 foot garden hose or delight an entire coachload of nuns without batting an eyelid, but instead he uses this elongated appendage for snapping up the aforementioned fruit, snaring enemies and grabbing hold of the occasional rounded platform. Then there's the eggs: a troop of unhatched dinosaurs which Yoshi collects en route. Once touched, the eggs

Squeal, Yoshi, squeal

All this fairytale cutsiness is all very well – we at **VSIXTYFOUR** like nothing better than a bit of insanely cheerful psychedelia – but we could do without the accursed singing that crops up between levels during the game. You can't skip past it; instead, you have to sit and grind your teeth while a chorus of squealing Yoshis warble away in an unfamiliar language. They sound a bit like a cross between the Smurfs and the St Winifred's School Choir, and are twice as irritating as both. For subjecting us to this aural torture, we'd like to sew their yelping jaws together with wire. Firm but fair, that's us.





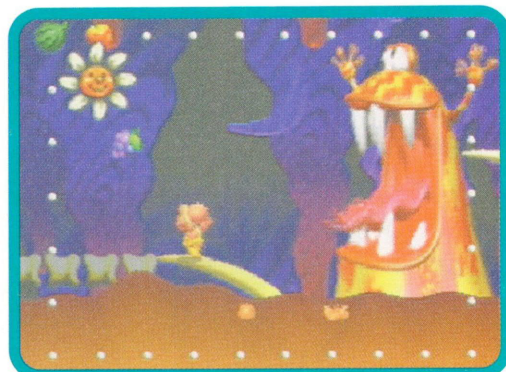
The good, the bad & the snuggly

Like all the best plots, *Yoshi's Story* has its fair share of villains, but don't despair, you're not all alone in your quest. Some spooks have crossed over from the dark side and their loyalty is total. When you come across a white spook, complete the level with him at your side, then watch in awe as he goes on a daring raid to free one of the captive Yoshis from the spooky castle.

The tinker behind all this trouble and strife is none other than arch villain Bowser. Luckily for Yoshi this is a pre-pubescent Bowser who, although he thinks he's one bad ass mutha, we reckon he's just a cutey pops in need of some adult guidance.



Your pupils will be hungrily gulping up the vibrant imagery like starving piglets slurping milk at an end-of-year Sow's Tit Convention.



● Beejesus! Big scary rubber thing. What are you trying to do? Give a lizard a cardiac?



● Racial harmony reins in Yoshi land. This is the Yoshi select screen. 'ME! ME! ME!' squeal our prehistoric pals. Wait your turn we reply...



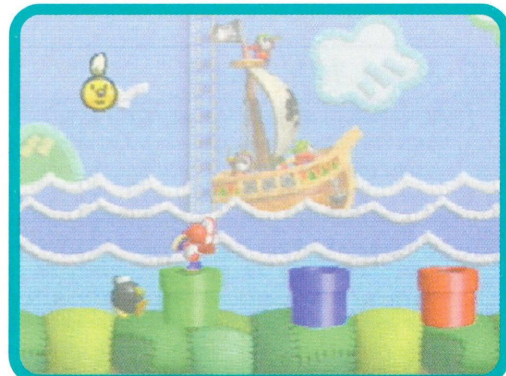
● The fruits around the edge of the screen indicate how many more you have to collect before the level's complete.



● Yoshi's antics are not restricted to dry land – several levels are set underwater.



● Yoshi must swallow his pride as he heads for the stinking sewers. Surely no place for a superstar.

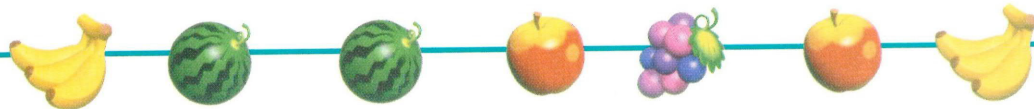


● "Avast ye scurvy Yosh... FIRE!"

dutifully shadow Yoshi's every footfall until he decides to lob them at enemies, obstacles and bonus bubbles. And finally, there's Yoshi's formidable jumping abilities: not only can he leap higher than the average tree frog, he can also perform a kind of gravity-defying 'mad scramble' in mid-air (a manoeuvre demonstrated on a regular basis by characters in old Warner Brothers cartoons). This ultra-handly second chance temporarily prolongs the jump, and will save the skin of accident-prone gamers on countless occasions. There's also a kind of 'kamikaze arse' move, whereby Yoshi hops skyward then slams into the ground with reckless abandon. This is useful for dislodging enemies, and it probably hurts.

The levels themselves are spread across six distinct stages, each with its own unique theme and feel. As far as design goes, it's a feast for the eyeballs: your pupils will be hungrily gulping up the vibrant imagery like starving piglets slurping milk at an end-of-year Sow's Tit Convention. 'Imagination run riot' is a tired and over used phrase, but it's also the best way of describing *Yoshi's Story's* inventive visuals: rather than simply recycling familiar videogaming territory, the game presents us with a variety of themes: patchwork-and-denim, inflatable vinyl, cardboard cutouts, papier mâché, crayola sketching, consumer packaging... it's never less than graphically outstanding.

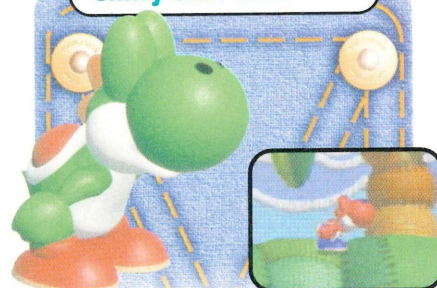
Actual progress through the game works in a similar way



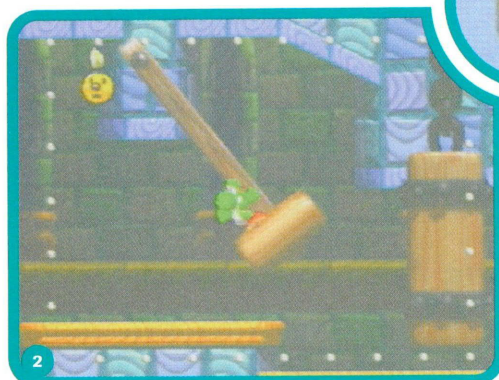
1. "Ahh, so then young Yoshi... we meet at last!"
2. Swing on the mallet to raise the weight.
3. The jungle level is a graphical delight.



Sniffy sniff sniff



Yoshi's huge conk (that's conk) enables him to sniff out invisible goodies. Whenever you see something unusual like arrows, or when Yoshi's pooch starts yapping, press the left shoulder button and if there are any goodies to be had you can guarantee Yoshi'll sniff 'em out.



to *Lylat Wars*. There are several different routes leading to the final showdown; which route you take is up to you. Should you do especially well in a given stage, new levels will be 'unlocked' in the next area. As befits a Nintendo platform game, there's a truly bewildering number of secrets to be uncovered, and discovering them all rapidly becomes an obsession. Any game that can cause a grown adult to sit up until 3am trying to locate an important final watermelon has got to be doing something right (or hideously wrong, depending on how you look at it).

Easy peasy, hard cheesey

As we've already mentioned, *Yoshi's Story* seems to be aimed at the younger members of the gaming audience, which doubtless explains the game's single flaw: many of the levels are a bit too easy. Seasoned gamers will rip through the initial selection of levels like a speedboat in a

toddler's swimming pool, only coming a cropper on the schizophrenically difficult final stages (in which you're forced a stomachful of incredibly hard cheese). Sure, there are plenty of hidden sections and secrets to find, yet that won't be enough for some.



But, to be honest, we're griping. Even the simplest levels are never less than enjoyable, and when faced with this kind of joyous invention, only a sour-hearted jackal could scowl and turn away.

Yoshi's Story marks another fine moment in N64 history, and while it isn't quite up there with the likes of *Mario 64* or *Diddy Kong Racing*, it's still an essential purchase. Wallow in it.

* *Un Chien Andalou* – allegedly seminal, self-consciously surreal movie of the 1930s, in which a woman has her eye sliced in half by a cut-throat razor. It's art, okay?
— Stephen 'W', Cultural Studies Ed.



UPPERS

Good old fashioned fun
Immensely playable
Oodles of personality

Not tough enough

DOWNERS

VSIXTYFOUR

So there you have it in an eggshell. Hardcore fluffiness for a jilted generation. Only the big N could have the nads to perform such a volte-face when all and sundry are fleeing to the promised land of 3D. We heartily recommend you take our little lizard pal for just one more stroll down memory lane before the genre disappears for good. In conclusion: A thumping good read.

LOWDOWN

Graphics Sound Playerability Longevity Conclusion

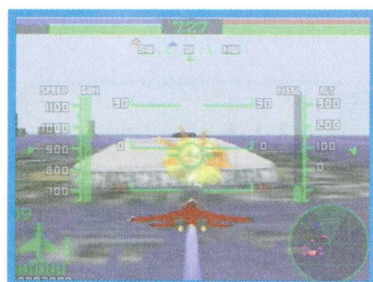
9	8	9	7	8



'Take these broken wings,' we said to Charlie Brooker, 'and learn to fly again, learn to live so free.' He just squinted at us and looked confused. 'We want you to review Aerofighters Assault,' we sighed, dismayed by his ignorance of the works of Mister Mister.



- This wee lassie briefs you on the mission ahead and what's more, according to the manual, she's 5'8" tall and 26.

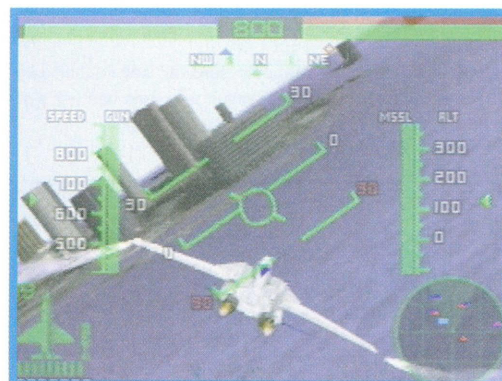


- "MILLENNIUM DOME IN FREAK AIR-SHOW ACCIDENT SHOCKER!"

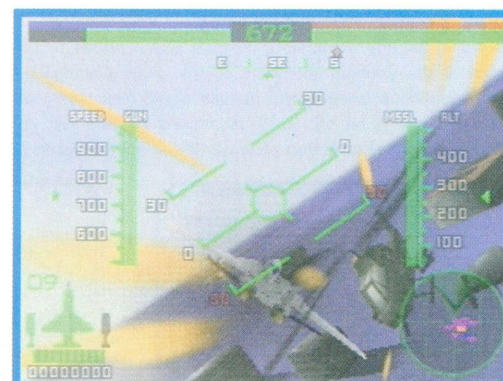
With the notable exception of *Pilotwings*, flight sims have never really fared well on consoles. You see, in order to really appreciate a flight sim, you need to have spent a few thousand pounds on an array of costly hardware on which to play it – a whopping great *Demon Seed*-style PC and a wildly overpriced 'flight yoke' liberally plastered with more buttons than Stephen Hawking has braincells. You also need lank greasy hair, poor social skills and a pair of trousers that smell like a mouldering towel. Only with this combination of cutting-edge hardware and

tragic personal attributes can one truly absorb the myriad delights of the flight sim: 1) Reading a phonebook sized manual. 2) Nose-diving to the ground on your first 73 take-off attempts. 3) Pursuing a pixel-sized enemy for 15 miles over a vista of angular, unconvincing terrain, before being shot down in flames by a bogey you hadn't even seen yet. And of course, 4) Realizing that, stewardess tongue-hockey shenanigans aside, the life of a pilot is actually a terrible bore.

That's what a *true* flight sim is like. For a console game,



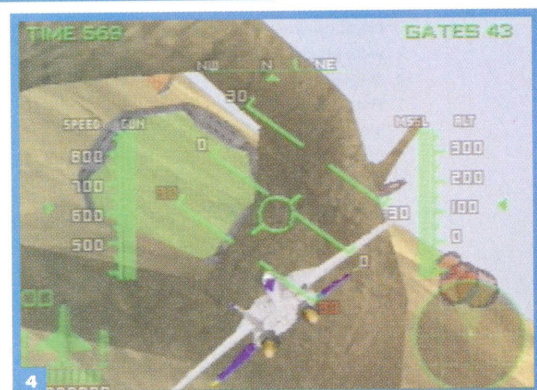
- The storyline informs us that much of Tokyo has been sunk. Rather convenient, wouldn't you say? Oooh, you layout programmers you.



- Looks the biz doesn't it? But, alas, the whole thing is less appealing than a Richard Branson balloon ride.

publisher **Videosystem** origin **UK**
 developer **Paradigm** genre **Flight-sim**
 release date **15.4.98.** price **£49.99**

players 1-2
 rumble Yes
 cartridge 64m
 battery no



1. **DO NOT BUY THIS GAME.** Repeat. **DO NOT BUY THIS...**
2. A mechanical spider boss in downtown Tokyo yesterday.
3. This rather large vessel is the second level Boss. Best fire some missiles at it then.
4. Rookie pilots may hone their dogfighting skills in Practice Mode. Sadly, in this case, it makes for being far from perfect.

however, you need something quick, accessible and action-packed, which is everything *Aerofighters Assault* tries to be. Problem is, in doing so, it ceases to be a proper flight sim – and it doesn't cut the mustard as an arcade game either.

Take these broken wings... please

Incredibly, *Aerofighters* comes from Paradigm, the same team responsible for the only truly decent console flying title in history – *Pilotwings 64* (er... unless you count *Lylat Wars* too... which, to save face, we won't). What happened here is anyone's guess – perhaps they had some work experience kids in. Perhaps they forgot all about it, then had to knock it out during lunch hour on deadline day. It feels semi-finished, as somewhere along the way the entire team lost interest and decided to simply release the damn thing and have done with it.

The game itself takes the form of a series of missions, set in all four corners of the globe. In the opener, you're under fire from a bunch of helicopters and a 'boss' character

– there's a different one for each stage – who looks like either: 1) A gargantuan metal spider capable of crushing buildings underfoot, or 2) a piece of inept third-form metalwork sculpture, depending on your mood. Beneath you, an uninspiring Tokyo landscape

does its best to convince you that you're playing an early PlayStation title rather than a contemporary N64 release. Later missions, such as the Grand Canyon, are more interesting, although none are truly diverting.

The controls are, frankly, a gigantic pain in the face. Fantastic though the analogue control stick is, it's no match for a full-size yoke when you're trying to pilot an aircraft. Even with the controls set to the comparatively simple 'arcade' mode, keeping an enemy in your sights is a tiresome and frustrating business – and even though shooting down your first bogey is a satisfying experience, there's also the nagging realization that the time you spent mastering



Perhaps they had some work experience kids in. Perhaps they forgot all about it, then had to knock it out during lunch hour on deadline day.

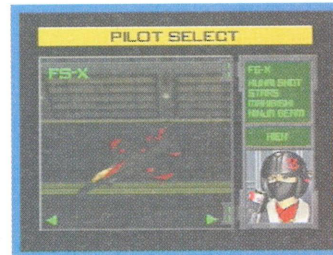
The 'Fab' Four



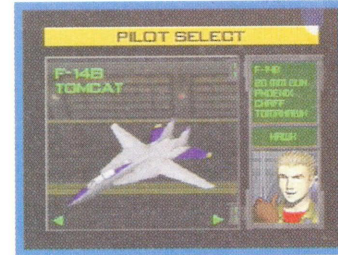
Plane: **A-10A Thunderbolt II**
 Pilot: **Glenda**
 Nationality: **American**



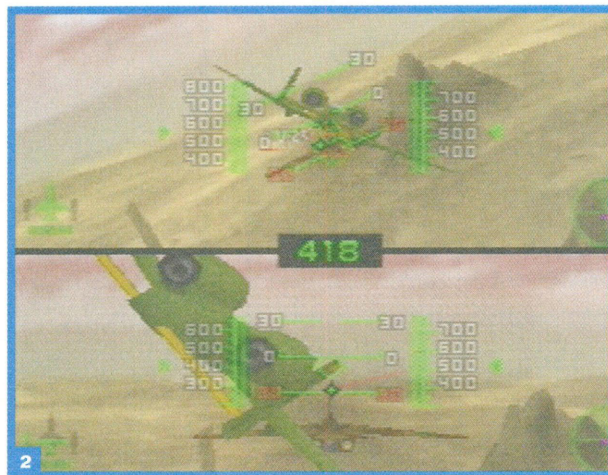
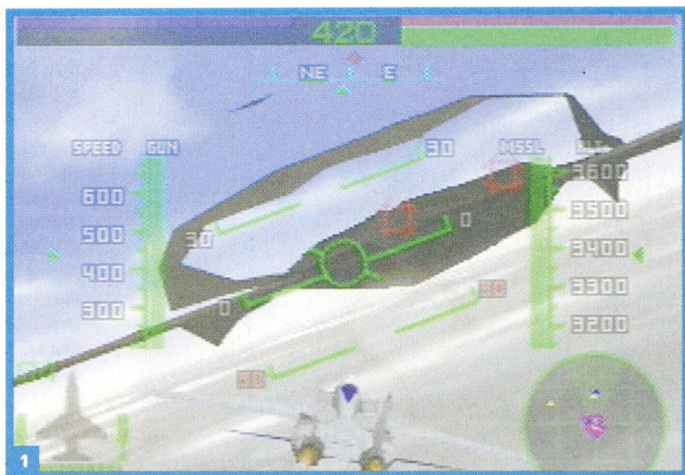
Plane: **SU-35 Super Flanker**
 Pilot: **Volk**
 Nationality: **Russian**



Plane: **FS-X**
 Pilot: **Hien**
 Nationality: **Japanese**



Plane: **F-14B Tomcat**
 Pilot: **Hawk**
 Nationality: **American**



1. Took us an age to get this close-up shot. Impressed? Oh well, please yourselves...
2. Oh look! An A-10 Thunderbolt. Which, incidentally, was the scourge of the Republican Guard during the Gulf War. Should you be at all interested...



No!

the controls could have been used for playing 27 rounds of *Diddy Kong* instead.

Visually it's all a bit of a mess. We've already mentioned the lacklustre landscapes, yet there are also scrappy and indistinct enemy graphics to contend with too. The explosions are okay, and the plume of smoke your craft leaves behind as it hurtles to the ground is just dandy, but it can't make up for the overall Z-grade feel.

The music is utterly abysmal – it sounds rather like the excruciating slap-bass doodles that crop up in between scenes on *Seinfeld*, but at twice the tempo and with even less finesse. During play, laughable soundbites float at you through the ether – things like 'now, you shall die' and the occasional scream or grunt.

Presumably this is supposed to add to the excitement. In practice it simply sounds like an airborne ham actors convention. Bizarrely, one of the available player characters – Hawk, the obligatory

hateful, Aryan Yankee scuzzbag – yelps gems like 'what a bummer!' each time he gets shot down. You'll laugh, but not if you paid good money to hear him say it.

It isn't very good

So, those are the points against... and the case for the defence? Well, the two-player 'dogfight' mode isn't bad, although a wider variety of combat arenas would have been nice. If you're absolutely desperate to act out a few *Top Gun* fantasies with your mates, you might want to take a gander. Problem is, there's already another game on the market which contains a decent dogfighting mode and a cracking single-player game; it's called *Lylat Wars*, and it eclipses *Aerofighters* in every department.

All in all then, a bit of a stinker. Shame, but then, as we said at the start, this kind of thing has never really been suited to the console market: it's simultaneously too simplistic to please proper flight junkies, and too fiddly to replace the likes of *Lylat Wars*. And it's rough around the edges to boot.



UPPERS

Erm...the dogfight bit's Ok

Far too many to mention here

DOWNERS

VSIXTYFOUR

Talk about living on one's reputation! Well, no let's instead discuss how a once highly respected software house has the audacity to peddle such drivel the way of loyal 64 owners. Paradigm may as well have dispatched a huge mailshot to all N64 owners warning that they were in fact crap and that *Pilotwings* was purely a flash in the pan. Do not purchase this game under any circumstances for it will only end in tears or as in the case of our review copy, the bin. Heck no. On second thoughts drop us a line and whoever can come up with most amusing anagram of *AeroFighters Assault* will receive said cart. Now where's that bin?

LOWDOWN

Graphics Sound Playerability Longevity Conclusion



6



3



4



4



4



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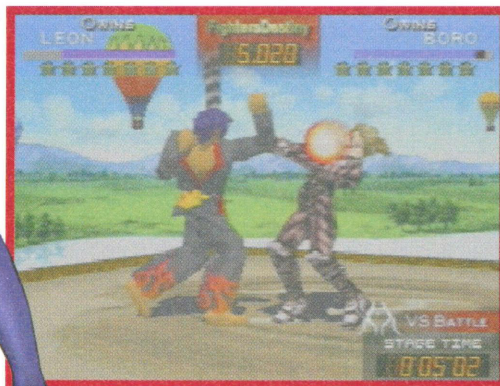


Global Conflict

The violence-starved Nintendo gamer should get a shot in the arm from Ocean's new pugilistic simulator – or is this just another chunk of glistening fool's gold? Rolling with the punches, Charlie Brooker.



Are you looking for a smack in the face? A swift kick in the nuts? A weighty elbow thrust upwards into the base of the nose? Then congratulations, you've come to the right place. *Fighters Destiny* from Ocean aims to dominate a genre which, sadly, is woefully under-represented on the N64: the 3D beat-em-up. And it succeeds to a degree, since it's probably the best brawling emulator currently available on the system, but let's face it, that's a bit like saying it's the most pleasantly tapered turd from a collection of three or four unimpressive hunks of



puppy crap. In other words, it's the best of a lame bunch.

Before a single on-screen blow has been landed, one thing hits you right in the eye: the lacklustre nature of the graphics. They're not exactly atrocious, but they're still light years behind the likes of *Tekken 2*. The fighters are almost entirely devoid of detail and possess zero personality, the animation is unconvincing and jerky, the colour schemes alternately gaudy or muddy, and as if that wasn't enough, the occasional flickers and glitches form the icing on the (unpleasant) cake. In fact, the whole thing resembles a low-

publisher **Ocean**
 developer **Imagineer**
 release date **Now**

origin **UK**
 genre **Fighting**
 price **£49.99**

players 1-2
 rumble yes
 cartridge 96m
 battery yes

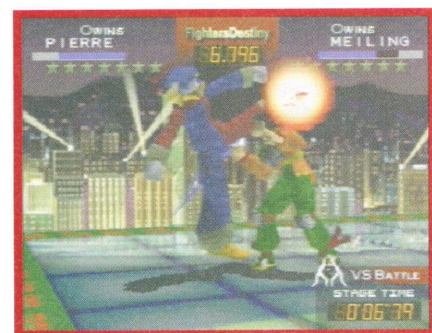


1. Leon may look a little saucy, but when he's in the ring, he's all man. 2. Pierre and Boro act out some hi-rise kung fu action in downtown Manhattan. 3. Each character has two changes of outfit, which is nice. 4. Pierre holds on for dear life. 5. Successfully executed special moves are greeted with some stunning effects.

budget stop-motion VHS video production of 'The Crash Test Dummies Go Bananas', or something like that. You get the picture.

In the face of this, it scarcely seems fair to start laying into the game's sonic offerings, but what the heck, they're shit too. For starters, the entire shebang is overseen by The World's Most Annoying Commentator, a word-slurring, hateful Yankee type who continually bellows inane soundbites – such as “fantastic!” and “great!” and “you must fight harder!” – in a manner reminiscent of the kind of Care in the Community public service schizophrenic commonly observed terrifying the passengers in a crowded tube carriage by screaming wild. (D)

...the abysmal music deserves to be dismantled by UN weapons inspectors. (D)



“So, as I was saying, have you noticed a change for the worse since the Hong Kong handover?”



There are ten standard characters, but Boro must be ‘earned’.



“Hey, do you realize that if I beat you the guy controlling me is going to nick your special moves. Clever eh?”



“I’m awfully sorry, but I’m afraid I’m going to have to snap your arm in two.”

Training

Poor old Robbie the robot, wouldn't hurt a fly, bless his rusty socks. If truth be known the *Fighters Destiny* crew are a pretty ruthless bunch of so and sos, and think nothing of giving the hapless Rob a good ol' fashioned shoeing whenever the urge takes them. Apart from making the odd cameo appearance in the bonus games, Rob's lot is purely to act as an automated punch-bag, enabling the human lot to hone their martial arts techniques.



Bad cow disease

Credit where credit's due. *Fighters Destiny* is pretty well endowed when it comes to extra bits. In fact, it's the John Holmes of beat-em-ups.

Survival

Stock up on essential supplies for this one. The successful brawler will have to see off a hundred – that's one hundred! – opponents over a series of one point, one win contests.

Fastest

Who can knock the fastest? Beautifully simple. Just whip some ass in as short a time as possible; record times are saved for posterity's sake.

Rodeo

Ooh Arr, it's off to the countryside for the Rodeo Showdown. But it's not young farmers getting ready to rumble, it's a pantomime cow, and a bloody tough one at that. When he's not gulping from his milk churn he's hoofing you bang in the face. Just hang on in there for as long as you can.





Pierre

From: France

Health factor: Low

How hard: Tricky as a box of monkeys is this Gaelic prankster. Quick and full of cunning stunts.



Valerie

From: Germany

Health factor: Medium

How hard: Hmmm, the lovely Val looks a treat in her lycra shorts. But don't be fooled she's quick, agile and flies like a bird. Which, of course she is.



Leon

From: Spain

Health factor: Very high

How hard: Not quite sure about Leon's sexuality, but that counts for nothing in the ring. Bit of an all-rounder (no pun intended).



Ryuji

From: Japan

Health factor: High

How hard: Haven't we met somewhere before? The hero of the piece is pretty adept at just about everything.



Bob

From: Brazil

Health factor: Loads

How hard: Our man Bob just hoofs down those steroids – and it shows. A couple of smacks on the bonce from Bob and you'll soon be seeing stars.

Tale of the Tape



● This Joker's no laughing matter... he's tough as old boots.



● "Hey, we go really big at the start of fights, don't we?"

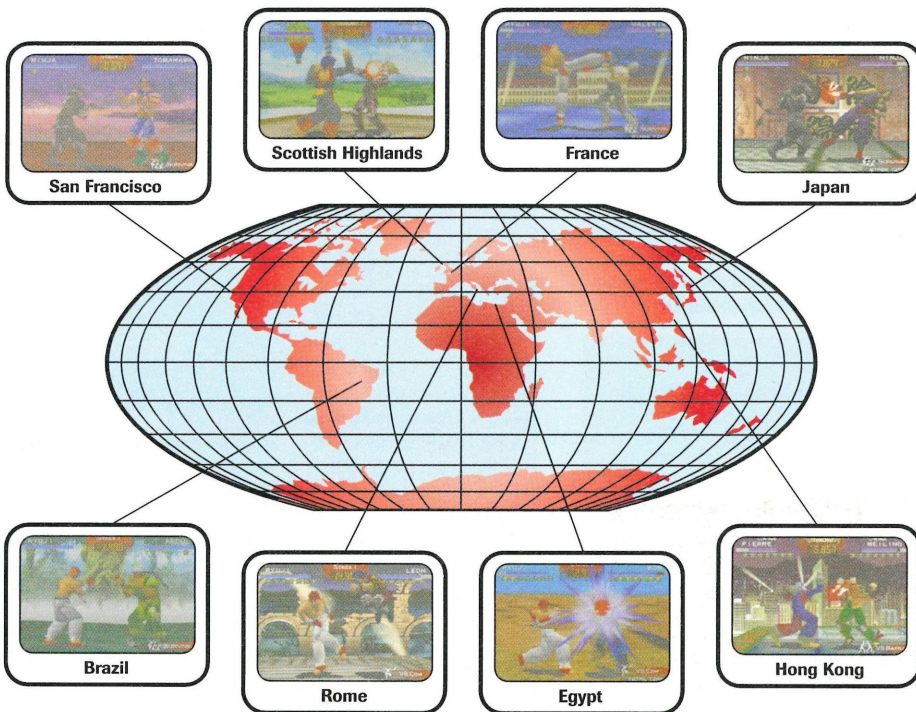


● "Hmm, lovely view." THWACK!

Wish you were here?

The Destiny Crew make Judith Chalmers look like a pale faced hermit. International jet setters – that's them. Not content with the odd

ruck down the local boozier, they're only happy if the action's taking place in some far away exotic locale.



disconnected spurts of nonsensical gibberish. He also says "that was a very good move" quite a bit, but presumably he isn't referring to your purchase of the game.

The samples are scratchy and ill-defined, as if they've been recorded on a telephone, in a cupboard, with the cheapest microphone in the shop, while the abysmal music deserves to be dismantled by UN weapons inspectors. In fact, the one decent audible feature is the noisy crowd, which cheers and jeers throughout each bout. Whoopie doo.

What's the point?

The scoring system is based on points, with the winner of the standard versus encounters being the first to seven stars. Points are awarded depending on which end move you execute. For instance, on the default settings ring-outs gain one point and a successful throw, two. Some of the more intricate special moves can be awarded a whole seven, meaning instant victory. You can, however, alter the points system in the options screen to a maximum of five.



1. Rome	Return flight & accommodation £ 850
2. Hong Kong	Return flight & accommodation £1,800
3. Northern France	Return flight & accommodation £ 450
4. Brazil	Return flight & accommodation £1,200
5. Japan	Return flight & accommodation £2,000
6. Egypt	Return flight & accommodation £1,150
7. Scotland	Return flight & accommodation £ 295
8. San Francisco	Return flight & accommodation £1,150

Many thanks to South Hampstead International Travel for their kind help in compiling these tariffs.



Abdul

From: Mongolia

Health factor: High

How hard: He may look like a lard arse, but he's pretty agile for a big lad. Beware those curly toed slippers too. OUCH!



Ninja

From: Japan

Health factor: High

How hard: Of course he's hard, he's a bleedin' ninja ain't he. Hands like lightning and feet like, erm, something else very fast.



Tomahawk

From: USA

Health factor: Very high

How hard: This native American may move like a sloth, but when his blows hit home they don't half hit home.



Meiling

From: China

Health factor: Medium

How hard: This pig-tailed sweetie certainly knows her kung fu fighting and unsurprisingly she's as fast as lightning.

Fighters Destiny



Here we see Pierre displaying the ancient 'Gaelic scrotum clutch technique'. It's all a little too much for poor Meiling.



"It happened about ten years ago. Freak skating accident and I've been like this ever since."

Yes, yes, yes, but what about the game?

But who cares about the sound and graphics anyway? It's the gameplay that's important, right? Er, unfortunately, yes. To their credit, the developers have tried out a couple of new concepts. The first is the scoring system; some knockdowns are worth more than others, and the winner of each battle is the one with the most points. This encourages creative tactics and fancy manoeuvring, rather than boring, repetitive thumping. Secondly, each character can 'learn' new moves by defeating special boss characters. These new moves can then be used in two-player contests, with the winner 'stealing' these special moves from the loser (who, naturally, loses them). This makes two-player conflicts considerably more exciting than they might have been.

But it's just not enough. Overall, the gameplay is flat and uninspiring. Even the inclusion of a few hidden characters

doesn't help (especially since most of the fighters are more or less identical). The two-button control system doesn't help matters: each encounter tends to be tiresomely similar to the last, and it isn't long before you're yawning out loud and scratching your buttocks in the middle of the 'action'. A nail-biting exercise in cathartic mayhem it is not.

In summary then, *Fighters Destiny* is a bit of stinker. It's certainly not the game to show to your PlayStation-owning mate next time he comes round, unless you like being laughed at, that is. Everything about the game – the visuals, the sounds, the action itself – is firmly, inescapably second-rate. We're still waiting for a decent fighting game, and quite frankly we're getting impatient. If this state of affairs goes on much longer, we might end up hitting things – like passing pedestrians, or old women, or little kids... right in the face... and that would never do.



Master-baiter

All the best kung-fu carry ons have a wiley ol' Master central to the plot, and *Fighters Destiny* doesn't disappoint. Beat the Master and he'll activate a special move to save to the controller pak. Sounds easy, eh? Well, not so fast Grasshopper, there's a fiendish catch; upon entering the Master Challenge you're faced with a ring of boxes, one contains the Master while the rest contain the evil Joker. A Russian roulette system then decides who you fight: if it's the Master you're cool, but should you pick the Joker and lose, the sod 'll leg it with your special moves. Bastard or what?



UPPERS

Best fighting game on the 64
Novel 'win and lose moves' idea
Sub-games will prolong interest

Characters lack personality
Low in graphical detail
We're still waiting...

DOWNERS

VSIXTYFOUR

Look, we've only been harsh because we care so much. *Fighters Destiny* is the best beat-em-up on the 64 but, sadly, it doesn't reach the heights of 'other' games on 'other' systems. The 64 deserves, nay, demands a scrapper we can all be proud of. We've got the best examples in just about every other genre so why not fighting? Who knows, maybe a 'certain' software company are going to surprise us all sooner than you think. Nudge nudge, wink wink.

LOWDOWN

Graphics Sound Playerability Longevity Conclusion

7	5	6	7	6

Pukka



‘Spearing’, ‘high sticking’ and ‘interfering’ are but a few of the things Keith Pullin does when he goes for a slash. He just can’t help it.

The first thing you notice about *NHL Breakaway 98* is the incredible speed of the action. This game is fast, lightning fast, but don’t be put off. After about three matches the correct rhythm is found and an excellent game reaches out to you.

To be perfectly honest this wasn’t expected. Previous ice hockey games have been so preoccupied with statistics and graphics, they’ve totally forgotten about gameplay. I personally feel the more recent EA Sports products are guilty of this, but that’s a discussion for another day.

What becomes evident after playing *NHL Breakaway 98* is the fact that not only does it impress visually, it has a pretty good stab at providing good gameplay too. Not since *NHL Hockey* on the Super Nintendo has an ice hockey game convinced me to play an entire season.

Get a grip

The action is absolutely gripping. Your immaculately animated players swoop and glide around the rink with breathtaking fluidity, the crunches and groans during tackles

encourage you to emit the odd “oof!” and the crowd go absolutely bonkers at any sign of violence. Meanwhile, the guy upstairs is giving his organ some serious stick.

Puck visibility is a major sticking point in ice hockey games. The only reason you can keep track of this one is because it’s literally surrounded by flashing, pointing arrows. But it’s got to be said, that even when the action is played back – frame-by-frame – using the action replay, it’s often hard to work out which side of the keeper the little brown biscuit went.

The now standard commentary blares throughout, but let’s face it, you wouldn’t expect anything less in this day and age. The speech seems to knit together quite nicely, and the man on the microphone will even deliver irrelevant general announcements, such as asking you to refrain from throwing foreign objects on the ice (American objects are fine I presume). Touches like this greatly enhance what is already a rousing atmosphere, but I’d like to know who Chandler is and why he keeps getting lost. The poor kid loses his parents at every rink between New York and Vancouver.



publisher **Acclaim**
 developer **Acclaim**
 release date **Now**

origin **UK**
 genre **Sport**
 price **£49.99**

players 1-4
 rumble yes
 cartridge 96m
 battery no



Would you like to see the menu?

All 26 NHL teams are here, including the New York Rangers, Calgary Flames and St Louis Blues. You can also choose from the world's best international teams, and as a little bonus there's the Eastern and Western All-Stars. All the big names are present and yes, you can even be Wayne Gretzky. Interestingly enough, the graphics for the players are based on their actual heights and weights. Unfortunately, to the naked human eye they all look exactly the same.

NHL Breakaway 98 also implements something known as 'Total Team Management' which gives you control over a number of things. You can create new players if you don't like the ones you've been given, trade players, hire and fire coaches, and you can even buy team 'events' with management points you earn as you progress through the season. Most of these events will cause various positive things to occur: an injured player might suddenly heal, for instance, or your entire team may develop a grudge against whoever their next opponents are, making them more aggressive. Generally speaking it's worth going for as many of these events as you can afford.

In football simulations, the management side of things



often allows you to skip through matches you don't want to play for some reason. It could be that your opponents are particularly bad, in which case you know you're going to beat them so you're just interested in seeing the result. Or, if you're anything like me, you just want to quickly finish the season before staggering into bed at 4.00am.

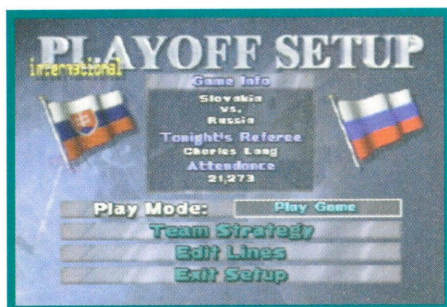
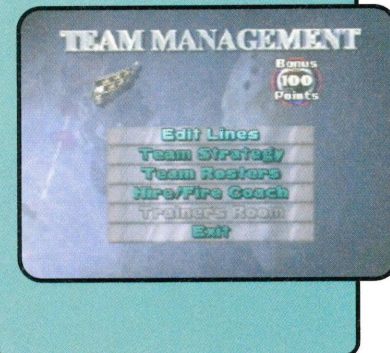
Anyway, the point is *NHL Breakaway 98* also caters for this desire. No more mindless thrashing of cannon fodder, you can let the computer do it for you. But beware, the computer is not perfect...

Unlike *Wayne Gretzky's 3D Hockey 98*, which is a more of an arcade experience, *NHL Breakaway 98* is a full-blooded simulation. Great news for hockey connoisseurs, yet not so much fun for others, or so you'd think.

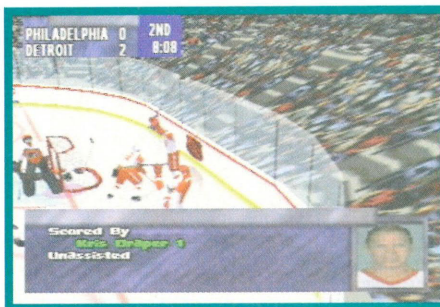
In reality, most average players will find the initial difficulty setting perfectly tweaked. You can play the game and win the odd match, without really knowing what every button does. After a bit of practice you can knock the difficulty setting up a bit, start a new season and see what happens. Here you will be required to master a few more moves, and so you should. All in all, *NHL Breakaway 98* provides an ideal learning curve for both expert and beginner alike.

I'll manage

Rarely do you get the chance to hire and fire coaches in an ice hockey game. Here we're fortunate enough to have a whole roster of coaches specialising in defence, shooting, goal tending and much more.



● No time for a long, drawn out season? Hop right over to the playoffs then. It's much shorter.

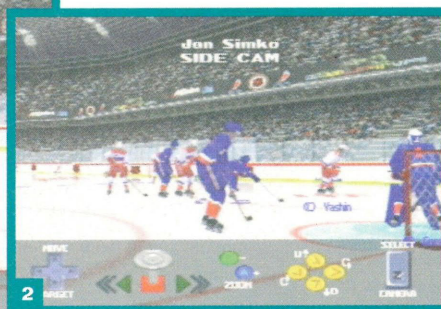
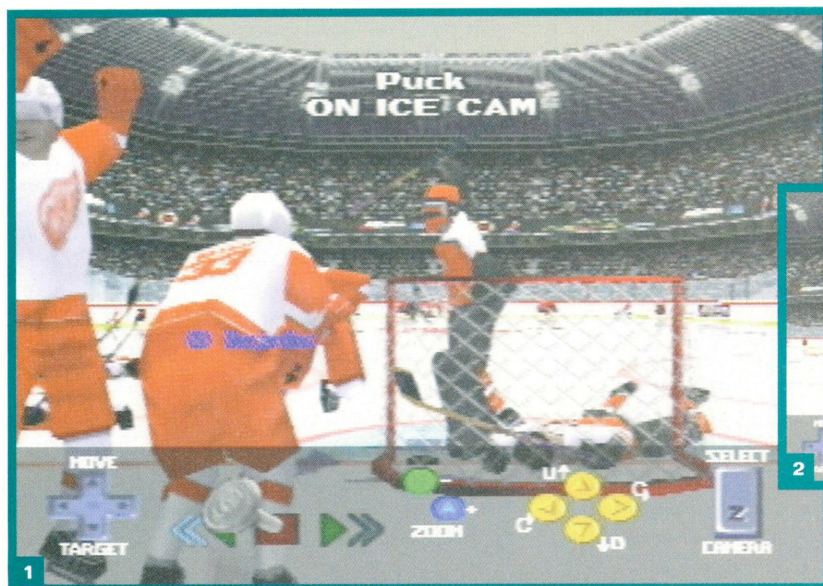


● Ah, yes. Yet another onion bag bursting shot from um, some bloke with a bull neck who was probably really popular at High School.



● "Over here!, over here!"; "Erm, well I'd prefer to go this way, actually... Oh, alright then."

Your immaculately animated players swoop and glide around the rink with breathtaking fluidity



1. "Our game's better than GT's, our game's better than GT's, nah, na, nah, na, nah, na!"
2. Action replays are, of course, multi-directional, multi-angled affairs.

...unlike Wayne Gretzky's 3D Hockey 98... NHL Breakaway 98 is a full-blooded simulation.

Sinner

The 'Sin Bin' is a busy place. Most offenses are met with a strict two minute penalty. However, fighting will earn you nothing less than five minutes, so make sure you win.

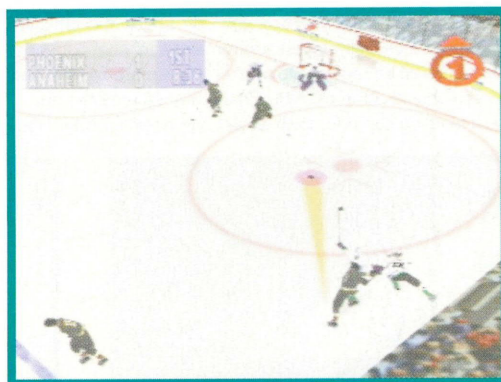


Didn't touch him, guv!

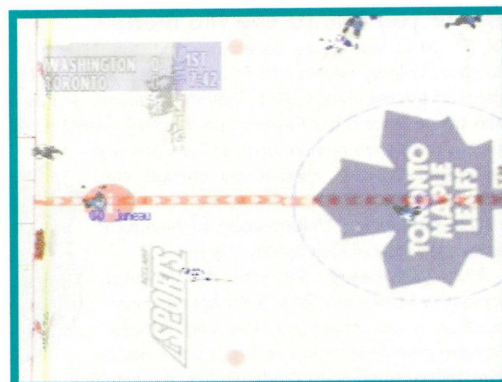
What is irritating is being constantly called up for fouls you didn't commit. Most of the time you can barely steer the puck in the right direction, let alone have the dexterity to perform a blatant spearing action. It's not just spearing either; interfering, slashing and charging are a few of the other atrocities players can pull off without even trying. Still, it keeps with the spirit of the game, after all, it would be rude to go through an entire match without trying to ram your stick down someone's throat.

One side effect of all this roughing up is the fact that most of your team end up reserving a seat in the 'Sin Bin'. Trying to play with four players is difficult, attempting anything other than all out defence with three is suicidal. Frustrating is not the word, especially as you don't understand what you did to get into this predicament in the first place.

On the other hand, deliberate fighting, as always, is great



Shooting is considerably harder than in the Wayne Gretzky games, yet perseverance reaps rewards.



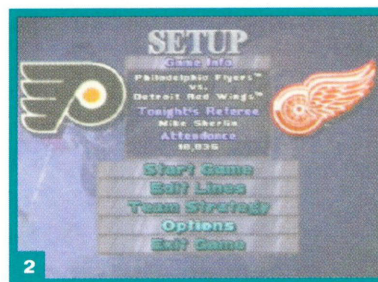
Even from afar the graphics remain sharp and clean.



Fighting is futile. Yep, no doubt about it, fighting is just plain dumb. Go on, get stuck in lads!



1



2

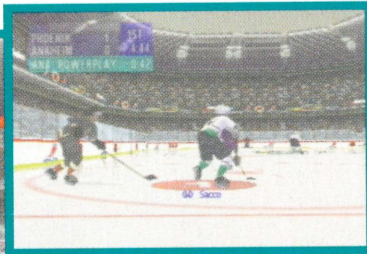
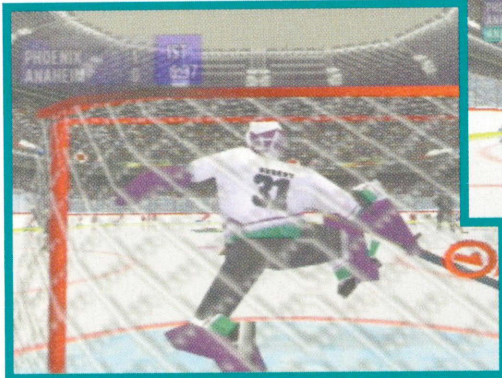


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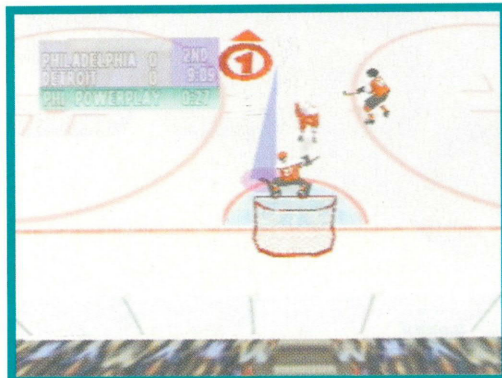
4

1. "For Christ's sake, shoot man!"
2. As well as domestic hockey, NHL also caters for international competition.
3. NHL utilises the N64's medium-res mode, hence the sharp looking graphics.
4. Suppose we could make some tenuous arbicultural comment at this point. But instead we'll just mention the fact that this is what the Playoff Tree looks like.



fighting, as always, is great entertainment.

A facefull of puck would be a very painful experience and no doubt cause permanent scarring. Good job it's just a game then.

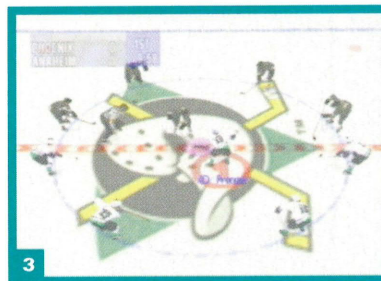


The action is not restricted to domestic competition, there are international teams to choose from too.

A rinky dink, dink

I'm not a huge fan of the Rumble Pak, and find it especially amusing when a game like this utilises one. Hockey players don't vibrate, they are smashed and beaten into bloodied pulps. Anyone who believes that a vibrating gizmo can simulate that kind of bulldozing violence is obviously a lunatic and sadly mistaken. But that's just a silly gripe of an otherwise fine game.

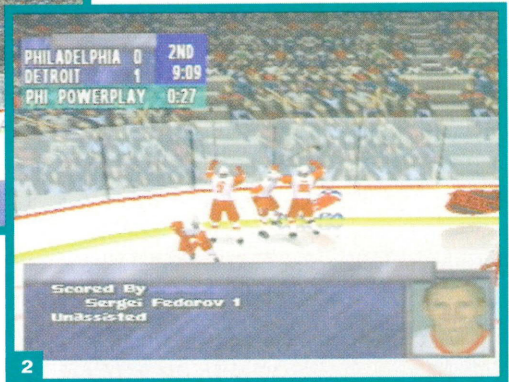
This ice hockey experience is ideal for every level of gamer. Whether you just want to mess around with your mates, or attempt the more serious business of a full season and the playoffs, *NHL Breakaway 98* will suit your needs perfectly.



Heavenly creation

Each player has 13 attributes. These are an integral factor in deciding what position the player should be assigned to. You can even create great players of your own, or create jelly-legged fools and dump them on other teams!

PLAYER STATISTICS												
Mighty Ducks of Anaheim												
Shawn Antoski												
	Pos	GP	G	A	Pts	+/−	W	L	T	OT	SH	PP
1. Antoski	C	46	0	0	0	0	0	0	0	0	0	0
2. Campbell	C	46	0	0	0	0	0	0	0	0	0	0
3. Bouchard	C	46	0	0	0	0	0	0	0	0	0	0
4. Boudreau	C	46	0	0	0	0	0	0	0	0	0	0
5. Gervais	C	46	0	0	0	0	0	0	0	0	0	0
6. Jankowski	C	46	0	0	0	0	0	0	0	0	0	0
7. Jankowski	C	46	0	0	0	0	0	0	0	0	0	0
8. Jankowski	C	46	0	0	0	0	0	0	0	0	0	0
9. Jankowski	C	46	0	0	0	0	0	0	0	0	0	0
10. Jankowski	C	46	0	0	0	0	0	0	0	0	0	0
11. Jankowski	C	46	0	0	0	0	0	0	0	0	0	0
12. Jankowski	C	46	0	0	0	0	0	0	0	0	0	0
13. Jankowski	C	46	0	0	0	0	0	0	0	0	0	0



1. Prior to puck-off the camera pans down the team line up.
2. Detroit take advantage of a power-play.
3. There's no doubt about it, the Anaheim Ducks have a really good logo. Incidentally, Anaheim is also the home of the first Disney theme park.

UPPERS

Clean, crisp graphics.
Plethora of options.
Peerless Hockey game.

It's Hockey.

DOWNERS

VSIXTYFOUR

This is the best ice hockey simulation to have ever appeared on any Nintendo format. The gameplay is perfect, the graphics and sound are virtually flawless, and the list of options is immense. The whole game can be effortlessly tailored to suit your needs and to top it all it has longevity. *NHL Breakaway 98* is a must.

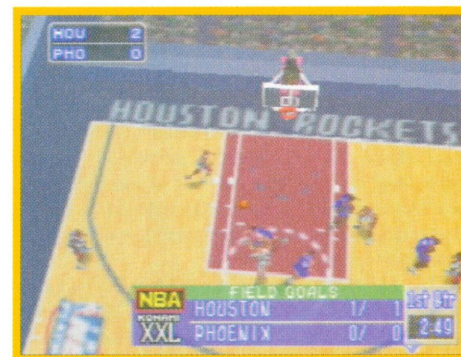
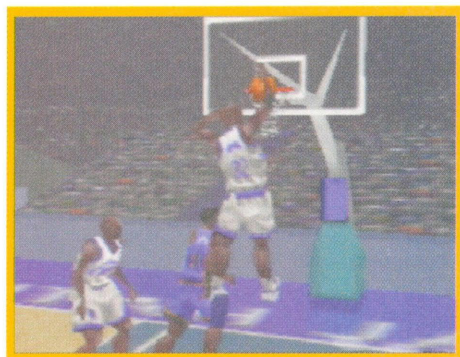
LOWDOWN

Graphics Sound Playerability Longevity Conclusion

7	6	8	7	8
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Basket Case

*Apparently, white men can't jump. Some days, **Steve Hill** can barely stand.*



Almost since the advent of interactive entertainment, basketball games have cropped up on a regular basis, even the hallowed ZX Spectrum playing host to a rudimentary representation of the sport.

The emergence of each new platform soon heralds a further flurry of basket activity, and they are now starting to proliferate across the N64 like rabbits, offering those of normal bodily proportions a chance to compete at the sport.

As the name of this game suggests, the action is based around the rarefied echelons of America's NBA League, where some of the bigger stars can command even more money than the average games reviewer. Konami have acquired the official NBA license, hence actual teams are featured, replete with pen-pics of the gravity-defying

players. Those with time on their hands can opt to play out an entire season, or alternatively progress straight to the play-offs. For a quicker fix, an exhibition game can be arranged between any two teams, or an All-Star challenge can be contested between the best of the West and the East respectively.

Number crunchers are also catered for, being presented with a bewildering array of meaningless statistics at every available opportunity. The game supports up to four players simultaneously, and those who have invested in a Rumble Pak are treated to some context-sensitive vibration, their controller becoming a throbbing mass of plastic on completion of a slam dunk. Technology, where did it all go wrong?

publisher **Konami**
 developer **Konami**
 release date **30/4/98**

origin **UK**
 genre **Sport**
 price **£49.99**

players 1-4
 rumble yes
 cartridge 128m
 battery no



4. Players can be traded from team to team.
5. "And you join us in the first quarter on a particularly blurry night here in downtown Dallas..."

1. Luckily, the four-player game provides a few frolics.
2. Taking some last minute 'skin' before that all important penalty.
3. NBA's playability just doesn't cut it.



...it drags on, filling the hapless player with an overwhelming desire to twist his own brain out rather than continue.

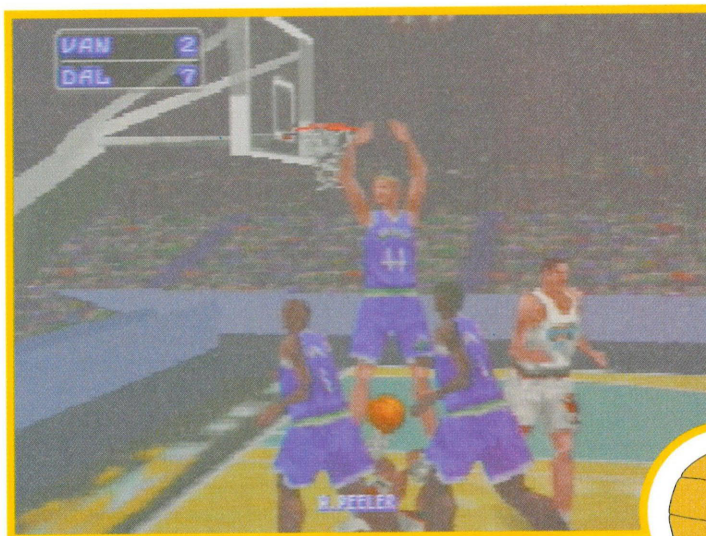
Need for speed

There are various ways of tackling basketball games, and *NBA Pro 98* opts for the full-on simulation approach. Konami have played it straight and there is no room in this game for cartoon antics such as flying players or flaming hoops (feel free to add your own curry/ringpiece joke). In taking this stance though, all they have succeeded in doing is creating a generic, formulaic game. Basketball by numbers, if you will, with excitement at a strict premium.

The players are extremely sluggish, loping around the court with all the vigour of a heavily anaesthetised sloth, and the response times are also frustratingly slow, causing much slapping of pad and gnashing of teeth. Furthermore, the ball itself appears to be full of sand, proving completely lifeless and reaching a halt after only one bounce. The control system is anything but instinctive, with changing players proving particularly troublesome.

Attempting to defend is largely a waste of time, and it is often better to leave your players to their own devices. To an extent, the same applies when attacking. It is even possible to take charge of a player off the ball, presumably with a view to taking up a strategic position.

However, if you simply keep out of the way the other



"Rumour has it we've been slated in *VSIXTYFOUR*" "What? That ace new N64 mag?" "Yeah that's the one."



team members will play amongst themselves, and actually score the odd basket, which pretty much defeats the object of a game.

Blur

Graphically, *NBA Pro 98* is a bit of a mess. It is inexcusably blurred, and will have you reaching for your TV remote control in frustration, altering contrast and colour to little avail. The crowd is a grey mess, the players and the court are indistinct, and the ball often becomes lost in the *mêlée*. This could be forgiven to an extent if the game was remotely playable, but it is unfortunately an extremely boring experience. Even on the minimum setting of three minutes a quarter, it drags on, filling the hapless player



Why football is better than basketball

Americans like basketball because there is lots of scoring and hence lots of statistics. They berate our football for lacking these factors, seemingly oblivious to the fact that theirs is virtually the only country in the world that has not embraced 'The Beautiful Game'. They are, of course, wrong. It is the rarity value of goals that makes them so special, and the skill required that makes them memorable.

Football is all about violent swings of emotion: moments of lung-bursting ecstasy countered by mute despair. It is the apprehension, uncertainty and frustration that precedes a goal that makes it such a climactic experience. Conversely, the fear of conceding a goal gives football a nervous edge unmatched in any sport, and when it happens it is a devastating blow.

The same cannot be said about basketball. When you watch a basketball match you know that one team is going to score within the first few seconds of the game, and continue to do

so on a regular basis thereafter, as is the other team, the upshot being that they simply cancel each other out again and again. How can it be possible to get excited or upset about something that happens on such a tediously regular basis?

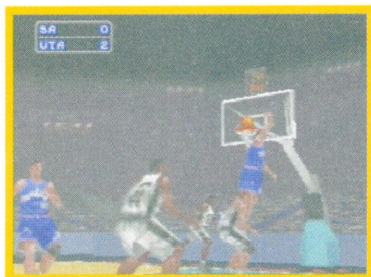
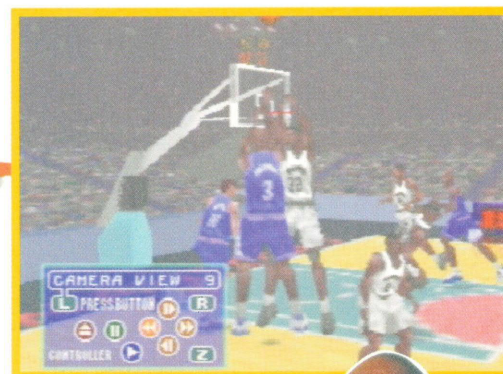
With two evenly matched teams, at least the first three quarters of the game is largely null and void, matches almost always decided in the last minutes. For all the difference it makes, they might as well play five minute games. Also, defending a lead is not an option, players being forced to shoot within a time limit. In fact, goal tending is actually a punishable offence.

And another thing, with very few exceptions, basketball players are physical freaks with over-active pituitary glands, whereas footballers come in all shapes and sizes.

Of course, Americans will argue all the above points in their favour. However, as stated earlier, they are of course wrong.



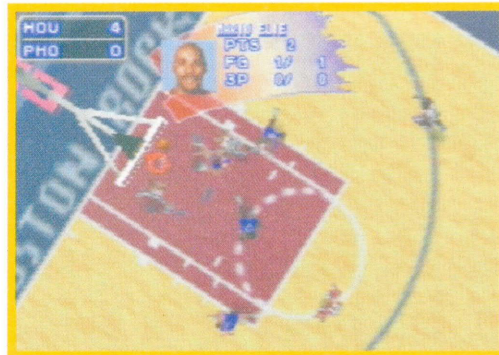
● If you're looking for arcade style rim-action, then *NBA Pro 98* will fail to please.



● Oh look, another point. Great.



● Close up camera angles provide some spectacular basket action.



● Konami's ordinarily high standards are sorely let down by *NBA*. Don't worry though, *ISS 98* is out soon. Hurrah!

with an overwhelming desire to twist his own brain out rather than continue. Scoring baskets is no great shakes, simply pressing shoot when under the hoop usually does the trick, and each game deteriorates into tedious tit-for-tat plays, which is partly a flaw of the sport itself.

Ultimately, the litmus test of any sports game is the player's response to winning. A decent game can have you punching the air in victory, or indeed punching your opponent in defeat. In *NBA Pro 98*, win, lose or draw, it comes as a blessed relief that the game is actually over. (V)



UPPERS

Nope

Blurred vision
Ball feels like lead
Just not very good

DOWNERS

VSIXTYFOUR

Konami generally know what they're doing when it comes to sports sims. After all, they gave the world *International Superstar Soccer 64*, arguably the best football game ever, and reason enough to own an N64 in itself. Basketball is a different kettle altogether though, and *NBA Pro 98* is unlikely to be held in the same esteem as its footballing counterpart. They have messed it up large style, and even for rabid fans of the sport, there is very little to recommend this game.

LOWDOWN

Graphics Sound Playability Longevity Conclusion



4



6



4



5

4

Not sure whether to part with your hard-earned readies for a game that might turn out to be a turkey? Well get a second opinion then.

NHL Hockey 98

Puck-em-up perfection. Like it... a lot. Not as immediate as the Gretzky game but far more strength in depth. Groovy graphics too. *TK*

Perhaps not as immediate as Wayne Gretzky, but I still found myself getting into this and indeed swore out loud on a number of occasions. *SH*

Go with the flow on this one. NHL looks to be the best hockey sim yet. Full of options, leagues and sporty type stuff. Yep, very good, especially in four-player mode. *CB*



1080° Snowboarding

After playing 1080, other 'boarding simulations seem about as convincing as a British bid for the Winter Olympics. If you like to carve a few, then this is the game for you. *KP*

Importers are going to be very busy this Summer. 1080 doesn't hit these shores until November and you just *have* to own this game before then. Enough to make you *want* to grab a stiffy. *TK*

Can't fault it. It's got speed, realism super slick control and bags of street cred. The two player game is pretty trippy but four players would have been nice. *CB*



Wayne Gretzky

Poor old Wayne. At any other time he'd be crowned undisputed king of the rink, but unfortunately for him, NHL Breakaway now owns that mantle. Primarily, because it's better. *TK*

Didn't really like the first Wayne Gretzky and this one seems identical. Bit of a cash in really. Go for NHL Breakaway, it's much better. *CB*

Wayne Gretzky is an instantly playable arcade game. Looking big, bold and brutish, it has the right feel, but sadly lacks longevity. You want ice hockey? NHL Breakaway 98 is better. *KP*

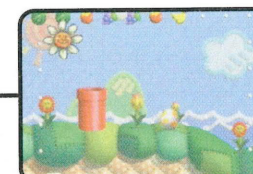


Yoshi's Story

This game actually made me feel physically sick, like eating a bag of sugar with treacle chaser. There's clearly some gameplay lurking in there, but a strong stomach is needed to find it. *SH*

Gibber. What the hell is going on? Tongues and eggs everywhere. Nintendo must lock their programmers in cages and force-feed them LSD. Seems to work though... *KP*

Who can resist little Yosh? Isn't he just the cutest little darling you ever did see? Well, of course he is. But how many times must the big N be told. Make your games harder! *TK*



Mystical Ninja 64

An extraordinary plot is the highlight of an otherwise slow and repetitive game. There's too much chat and not enough sustained action. Sadly doesn't live up to the quality of its SNES predecessor. *KP*

This game's got the lot. Peach shaped UFOs, battery operated ninjas, sexually deviant baddies and more madcap action than you could shake a stick at. *TK*

The large dose of strangeness was initially bewildering, but certainly made this worth a look. I found the gameplay a little pensive though, and I really don't have the time for this sort of thing. *SH*



NBA 98

Oh dear. What went on here is anyone's guess, pancake-flat play mechanics, a ball that feels like lead whilst the on-screen action is more blurry than Damon Auburn. Just forget it. *TK*

A wholly mediocre sporting simulation. Even tall people will be disappointed. Hang on to your hoop and a better basketball game will soon arrive. *KP*

This messed with my head. Total plodder of game, extremely unexciting and all in unglorious fuzz-o-vision. Just what were Konami thinking of? *CB*



Fighters Destiny

Fighters Destiny is surprisingly fulfilling. Each character's ability to learn new moves from adversaries ensures there is plenty to master. Faultless graphics, smooth gameplay; an above average beat-'em-up. *KP*

Beat-'em-ups aren't really my bag. Ultimately, they represent no more than a glorified version of 'Scissors, Paper, Stone' and this is no different. Not terrible, but certainly unremarkable. *SH*

"Everybody was Kung-Fu fighting". Well everybody apart from Charlie Brooker, that is. Six out of ten! Deserves far more than that, in fact, two more to be exact. *TK*



Aerofighters Assault

Ordinarily, I won't have flight simulators in the house. This is a little more instant though and grabbed my attention for, ooh, at least a quarter of an hour. Some rousing music. *SH*

Oh, this won't do, no this won't do at all. Flight sims are tedious enough affairs at the best of times but this is just nonsense. *TK*

Completely disagree with Charlie's review. I thought Aerofighters was both entertaining and addictive. Not only graphically strong but highly playable too... ha, ha, kidding, of course I didn't... it's crap. *CB*



NOW SHOWING

VSIXTYFOUR PRESENTS

THE BIG PICTURE.

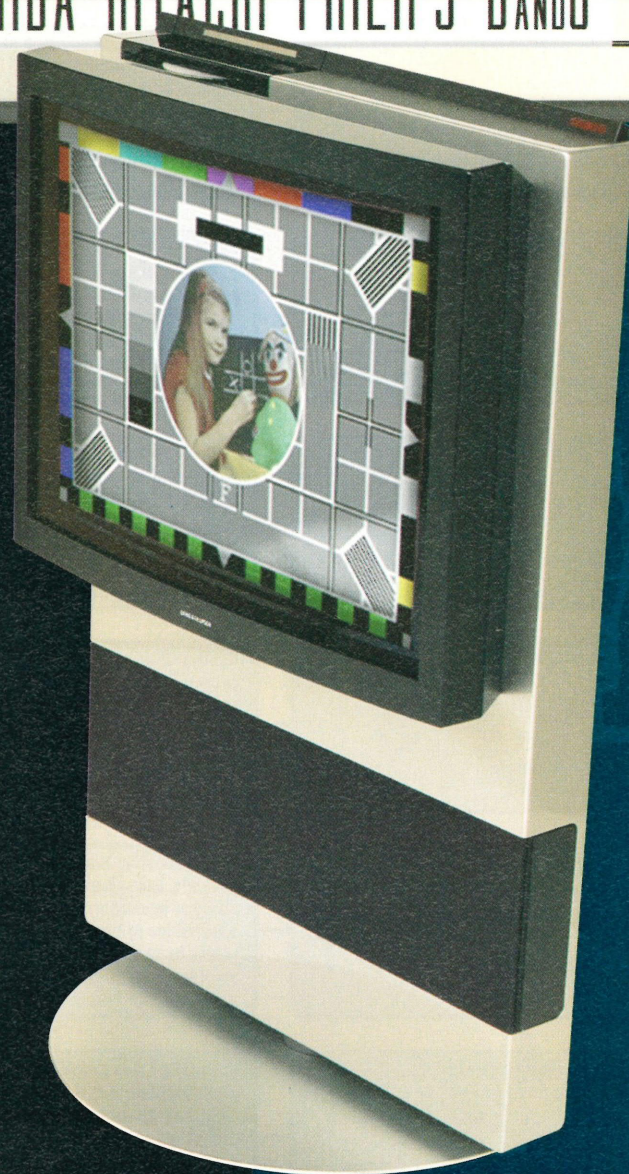
STARRING MITSUBISHI JVC SONY TOSHIBA HITACHI PHILIPS BANDO

HAVING TROUBLE PLAYING
FOUR-WAY *DIDDY KONG* WITHOUT
THE AID OF HUBBLÈSQUE
STRENGTH BINOCULARS?
LUSTING AFTER THAT TRUE
ARCADE EXPERIENCE?
OR JUST WANT TO IMPRESS MATES
WITH THE SIZE OF YOUR BOX?
THEN READ ON AS WE BRING YOU
THE DEFINITIVE VSIXTYFOUR
GUIDE TO HAVING IT LARGE IN
YOUR LIVING ROOM.

"Let's do a feature on large screen TVs," came the suggestion from our ordinarily uninspired Editor. "Yeah... why not? All the big manufacturers are now knocking them out and they're a lot cheaper than they were," he reasoned. "And bearing in mind the importance of four-way gaming on the 64, I'd wager a fair few Nintendo devotees are toying with the idea of taking the plunge... and what's more, it gives us a blinding excuse to blag a lorry load of swanky new goggleboxes."

You see, a TV is an extension of your manhood, rather like a flash set of wheels or a groovy pair of strides, and right now us boys @ VSIXTYFOUR Towers must be the best hung fellas in town cos the place is literally crawling with 'em.

So, for the next few pages let VSIXTYFOUR be your spotty showroom salesman – only we won't stitch you up with some buy-now-pay-with-your-life finance plan – as we endeavour to find out just who is king of the TV jungle. Let the telly tournament begin...



Glossary

4:3 and 16:9 screens

Measure the width and height of your everyday TV screen and you'll find the 'aspect' ratio is 4:3, roughly a square. A 16:9 is rectangular in shape, much wider than it is high. Hence the name 'widescreen'.

Dolby Pro Logic

This is the industry standard for surround sound, whereby you employ extra speakers at the front and rear of the room and in doing so 'surround' the viewer with sound. Where normal stereo only carries information for left and right, Dolby soundtracks contain two further channels: a centre dialogue channel for speech, and a rear effects channel for the 'surround' bit.

100HZ

This refers to the speed at which the screen 'updates'. The latest large-screen TVs update @ 100HZ as opposed to 50Hz. This quicker screen update eliminates the 'peripheral vision' flicker which becomes apparent on larger screen sizes.

DVD/LaserDisc

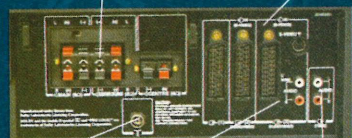
Video disc formats where the picture and sound are stored on shiny discs. LaserDiscs are 12" in diameter, while the new DVD format uses 5" discs, the same as an audio 5" disc.

SCART (RGB)

This refers to the 21-pin female connector/s found at the back of TV sets. SCART leads are available for the N64, and by connecting your machine this way you'll get an improved picture and audio over the one-pin RF connection.

S Sound speaker connections

Scart sockets

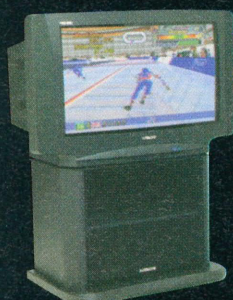


RF Aerial






SVHS

AV sockets

The contenders








Hitachi

Screen size	28"
Picture quality	  
Sound	 
S Sound	yep
Price	£950.00

Can be used as a monitor for a PC! 2 Scart sockets. SVHS. Rear speakers. Sleek design.








Sony KV-28WS2

Screen size	28"
Picture quality	  
Sound	 
S Sound	yep
Price	£1000.00

Super slick Sony looks. 3 Scart sockets. Front panel AVs. Rear speakers. SVHS. Excellent build quality.








Philips 32W9631

Screen size	32"
Picture quality	  
Sound	 
S Sound	yep
Price	£1,600.00

Dual screen facility, watch two progs at once. Super fast hi-res Teletext, 100Hz picture. NTSC Compatible. SVHS sockets. Front panel AVs. Rear speakers.




Toshiba 3357DB

Screen size	33"
Picture quality	  
Sound	 
S Sound	yep
Price	£1,400.00

Huge 33", 4:3 aspect screen. NTSC compatible. 3 Scart sockets. SVHS socket. Front panel AVs. Extremely easy to use. Rear speakers.








JVC 32WX1EK

Screen size	32"
Picture quality	 
Sound	 
S Sound	(3D phonic)
Price	£1,400.00

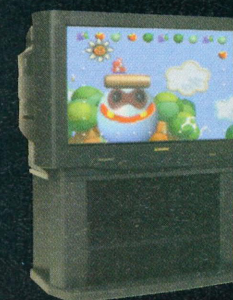
3D-phonic sound. 2 Scart sockets. Front AVs. SVHS. No rear speakers.








B&O AV5

Screen size	25"
Picture quality	  
Sound	 
S Sound	
Price	£5,000.00

Work of art. Auto base tilt. CD, Photo-CD, CDi(!!!). 3 Scarts. SVHS. Astronomical price. Only 25" screen.





Mitsubishi CT-32CW1BD

Screen size	32"
Picture quality	  
Sound	 
S Sound	yep
Price	£1,500.00

Thunderous bass speaker. Picture in Picture facility. 3 Scart sockets. SVHS. Front panel AVs. 100Hz picture. No rear speakers.



Sharp XV-C1E

Screen size	20" to 150"
Picture quality	 
Sound	N/A
S Sound	nope
Price	£999.00

Sub £1,000 coffee table projector frolics. Will display a picture up to 150 inches! NTSC compatible.

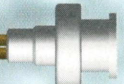
DISQUALIFIED



A tricky away tie for the Japanese hot-shot. But five G's, for a telly? Who are you kiddin'? Back to Denmark with you, you elitist scallywags you! You're into the semis Tosh me ol' mucker.

0

5



As ace as projector tellys are, they just ain't practical enough for our liking... and more to the point, the Toshiba is just too damn good. The final awaits...

3

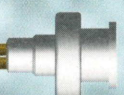
2



Bit of a mis-match this one. But playing *GoldenEye* on a screen the size of a small house is just toooo magical a moment to miss. March onwards projector boy...

3

2



First Round Proper

Semi Final



No tourney would be complete without an entry from Sony, but watcha, there's no room for bias in our telly showdown. Despite this, the Mitsy wins the day with its boomtastic bass.

2 a.e.t.

1



Two evenly matched goggleboxes take to the field in our second semi. With scores even after extra time it goes to pens! Dutch masters Philips win through due to slightly better features and its groovy new Teletext facility.

1 a.e.t. 45

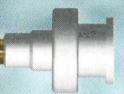
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Went into extra time this one. But a last minute curler from the Philips possie secures their passage for what looks to be a mouth-watering semi.

4 a.e.t.

3

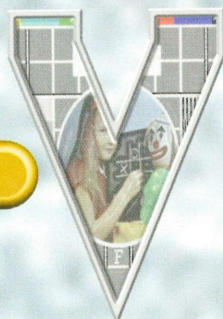


This week's
special offer



Not yet available in the UK, but high-res plasma sets like this 50" NEC model are the televisions of the future, boasting an incredible 1,365 X 768 resolution... Nice.

Only
£15,000.00



Final

VSIXTYFOUR Towers was rammed to the hilt for this nail-biting final. So close it went to a replay at Dixons down the road. But Tosh won through cos we reckon games are best played on a 4:3 screen than a wide. Hurrah for the Toshiba - he really is **KING OF THE TV JUNGLE!**

Winner



2

2 Replay

2

1

A vibrant, surreal street scene featuring large, colorful balloons of Diddy Kong, Mario Kart 64, and other Nintendo 64 characters. A man in a brown jacket stands on the sidewalk, looking at the balloons. The background shows a row of brick buildings with shops like 'HELLO CHIMPS' and 'DIDDY DANCE'. The foreground is filled with large, colorful balloons and a large, stylized '100%' logo.



Successes of these two games with mean 57.1%

BE

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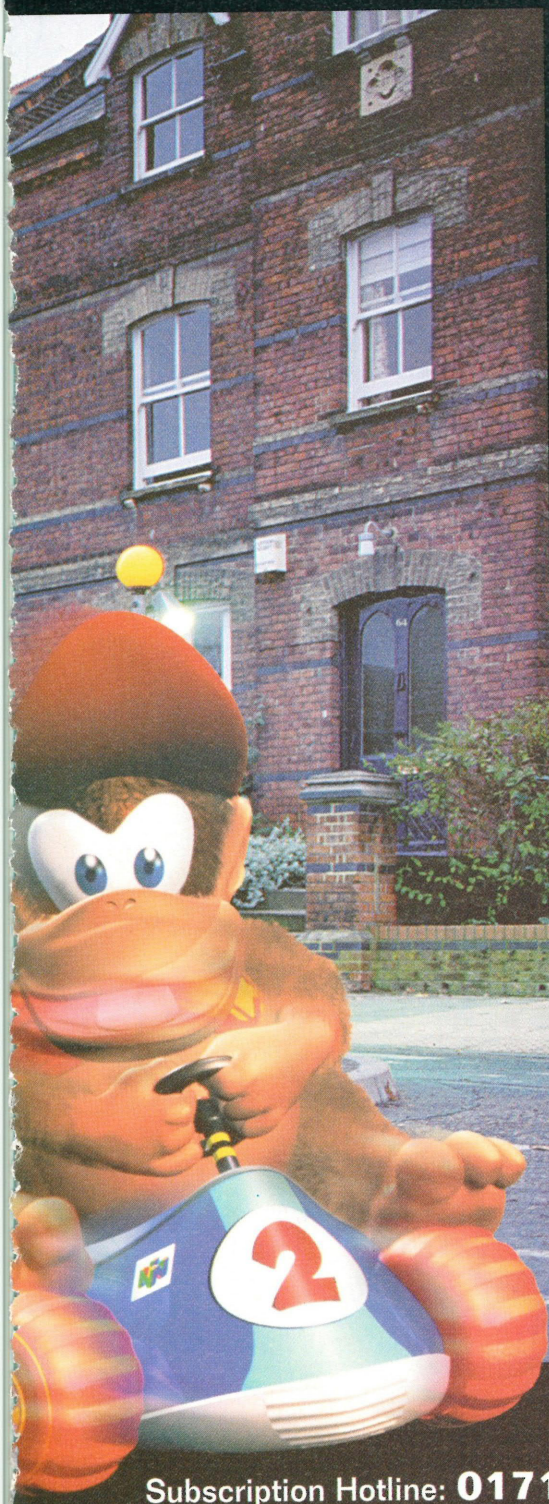
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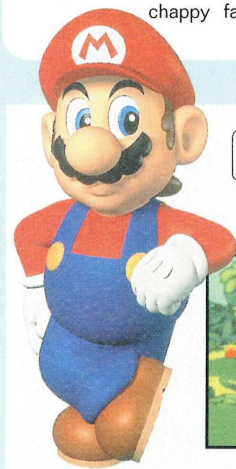
こんにちは

We needed a compère for Jap's Eye and Woo-Shoo needed a break after his Tokyo-based, club promotion business went down the pan. A marriage made in Heaven, or Hell? Hmmm, let's just say he's on probation. Ok, you can turn the magazine back round now.

'KONNICHIIWA' and welcome to Jap's Eye

'Konichiwa' and welcome to Jap's Eye – a kind of magazine within a magazine, if you like. Over the next six pages **VSIXTYFOUR** really is turning Japanese and, yes, we really do think so. But, that's not all. This is the place where all the weird Jap games get reviewed. Not huge reviews mind, but reviews nevertheless, the only major difference being that we don't award them a full score as such. To keep things simple, the score out of ten is displayed on Wooie's chest and if he pulls a happy-chappy face, then we reckon the

Japanese flava of the game won't spoil things too much and it should still be pretty playable. However, if Woo-Shoo pulls a face like he's just sucked a lemon, then things are pretty much screwed up and should be avoided, unless, of course, you happen to be Japanese. So to recap, Jap's Eye is where everything goes Japanesey, where we take a look at Japanese culture as well as Japanese N64 stuff, review a few Japanese N64 games, and it's all compèred by a little chap called Dancin' Woo-Shoo. Got it? Good. Then we'll continue.



Miyamoto Speaks! Mario moves into flat



This month the Mario-Meister discusses *Super Mario RPG*. Take it away Moto: "I believe that with the advent of *Super Mario 64* people now perceive Mario to be 3D." Erm, yes. Go on. "However, I want Mario to get back to his roots and for *Mario RPG* to possess unique traits and personality, so don't expect 3D." May as well trade your 64 in for a SNES then.

Emperor SNES's new clothes

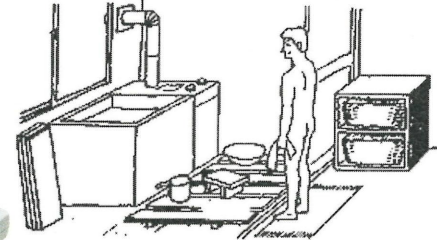
Valentine's Day saw the release of Super Famicom Junior. The little chappie comes complete with one pad but no RGB Scart or SVHS compatibility, hence the low, low price of 7800 Yen (£38). Apparently, the re-packaging is to tie-in with the expected resurgence in Super Famicom software, resulting from the launch of Nintendo Power Booths. What's a Nintendo Power Booth? Well, it's kind of a convenience store vending machine, only it's not tabs, choccy or crisps on offer but Super Famicom games - just purchase a blank cart and then fill it with up to eight titles. Can't see it catching on over hear though - "Want owt from the shop?", "Oh, go on then, twenty Bennies, a pack of Quavers, can of Coke and...erm...oh yeah, get us a Super Street Fighter Turbo whilst you're at it. Cheers" - Naah, can't see it at all.



You foreign johnnys thinkwe funny? Well, Woo-Shoo have news. We think you funny. Especially when come over to Japan and act all silly making like **Ass Jacks**. With Woo-Shoo lifestyle training you soon learn. First lesson start now.

Lesson 1

'Using the bath' and 'Going to the lavatory'



Japanese etiquette demands that, before getting into the tub, you must give yourself a good old scrub first – baths are for relaxing in only. Oh, and don't even think about



Yum yum, Yoshi like Sushi,
follow my recipes and you
can too!

YO! SUSHI CHEF YOSHI

YO! ROLL FOR YOSHI

INGREDIENTS

Rice, flying fish roe, sheet seaweed, salmon, avocado, mayonnaise, bamboo sushi mat, cling film



How to make it:

1. First cook rice – follow instructions on back of packet.
2. Add two tablespoons of rice vinegar when rice is cooked.
3. Completely cover bamboo mat with cling film or dampen with water (otherwise the rice sticks).
4. Place one sheet of seaweed on the mat,

making sure the edge of the seaweed lines up with the bottom of the bamboo mat.

5. Spread a teaspoon of flying fish roe evenly over the rice

6. Turn the seaweed so the rice etc is on the underside and the opposite side of the seaweed is facing up with nothing on it.

7. Place strips of avocado, salmon and mayonnaise along the middle about one inch wide and one inch thick.

8. Put all four finger-tips on the ingredients to hold them in place and using your thumb and forefinger, pull the rolling mat over the ingredients.

9. Once rolling is completed, cut the roll into four sections and serve.

Yo! Sushi
52 Poland Street
London W1
Tel: 0171 287 0443



PRICE CRASH

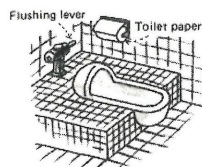


Those jammy Japs can now buy N64 software for as little as £25! As of 2nd March the prices of *Super Mario 64*, *Star Fox 64*, *Blast Corps*, *Mario Kart 64* and *GoldenEye* (previously retailing between 6,800 and 9,800 Yen) have been selling for a snip at 4,800. Cuh! All right for some.

Nintendo did, however, emphasise that there will not be a budget series à la popular Platinum range from Sony.



Renowned peripheral peddlars Ascii are soon to launch a two for the price of one pad pack and very nice they look too. The ginto and kinto (that's gold and silver to you) set should be available through importers right about now. Price, 3500 Yen.



using shampoo in the bath. That's bad, very bad.

Now for toilet time. When using a Japanese-style toilet it's usual to squat facing the hooded end. Granted, this might make reading a little awkward, but it is considered to be cleaner because no part of the body comes into contact with the unit. There is no shortage of public loos in Japan, but many are not supplied with towels or toilet



paper, so try to keep a roll with you at all times.

Some homes in the countryside still do not have flushing toilets. Instead, wastage is stored in a *bakyumu-ka*. But the owners are used to the aroma, so just avoid any mention of nasty whiffs. They'd be extremely offended and would probably ask you to leave. **Next month: Attending a Japanese funeral**



JAP-STATZ

Your at a glance guide to the Jap games scene

SOFTWARE MARKET SHARE 2.2.98.

1	Playstation	83.4%
2	Sega Saturn	12.8%
3	Gameboy	2.7%
4	N64	1.1%

Sega Saturn outselling N64? Dear oh dear!

HARDWARE SALES W/C 2.2.98.

1	Playstation	52,486
2	Gameboy Pocket	9,586%
3	Sega Saturn	5,715%
4	N64	3,547%

1.1%! Sort it out Nintendo!

N64 MOST WANTED

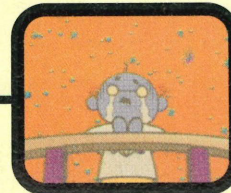
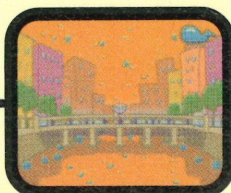
1	Zelda (Nintendo)	23.2%
2	Baseball 5 (Konami)	1.7%
3	Pocket Monster Stadium	8.0%
4	Mother 3	8.0%
5	Super Mario RPG	5.8%

Go Zelda!

NINTENDO SOFTWARE TOP TEN

1	Pocket Monster Red (GB)	10.4%
2	Pocket Monster Green (GB)	9.7%
3	Donkey Kong Racing (N64)	8.2%
4	Tamagotchi 2 (GB)	7.7%
5	Yoshi's Story (N64)	7.5%
6	Tamagotchi World 64 (N64)	5.8%
7	Farm Story N64 (N64)	4.2%
8	Family Stadium 64 (N64)	3.1%
9	Goeman (BG)	2.7%
10	Wataru (N64)	2.5%

Pocket Monster. Which colour do you prefer!



AUGUSTA MASTERS GOLF

A GOOD WALK SPOILED

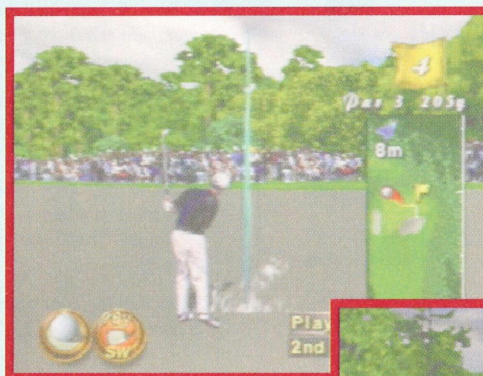
Grown men hitting a small white ball around gently undulating topography in the hope of plunging said sphere into a 6-inch deep hole. Makes golf sound very dreary, doesn't it? That's not the half of it...

Guess how much the annual subs are at your average Nipponese golf club, and bet you don't get within a thousand pounds? Give up? It's loads and chuffin' loads – about £50,000 worth of chuffin' loads to be precise. You see, our Japanese pals are just ga-ga for golf and those who can't afford a club membership are more than happy to spend every waking moment just aimlessly thwacking ball after ball down their local multi-storey driving range thingy. It therefore comes as some surprise that, until now, the only virtual round available to our handicap-

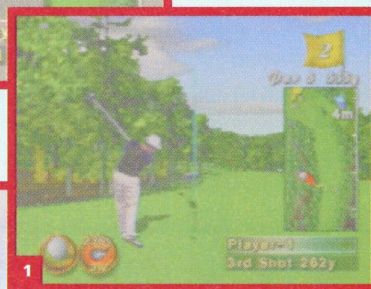
obsessed chums has been *St Andrews Golf* – a game so abysmal it must have the patron saint of Jockland turning in his grave at the very thought of having his moniker plastered all over the offending article. It's cak alright. Very, very cak to be exact.

So what a blessed relief to discover that Augusta Masters Golf is actually rather good. Where *St Andrews* was sluggish, awkward and lacklustre, Augusta is smooth, precise and playable. Although there is only one course on offer, there are enough options to keep even the most ardent Tarby and Bruce wannabes happy; match play, stroke play, tournament, practice and, when you're ready for it, the masters tournament itself.

Graphically, Augusta is best described as competent rather than spectacular



Unfortunately, spectators don't cry out in pain when struck by a stray ball.



1. Forget *St Andrews Golf*, this is much better.
2. Augusta uses the tried and tested 'swing-o-meter' method.



"Shouldn't there be a pot of gold under here somewhere?"



1. Take the contours of the green into account when putting.
2. Augusta is just awash with options.

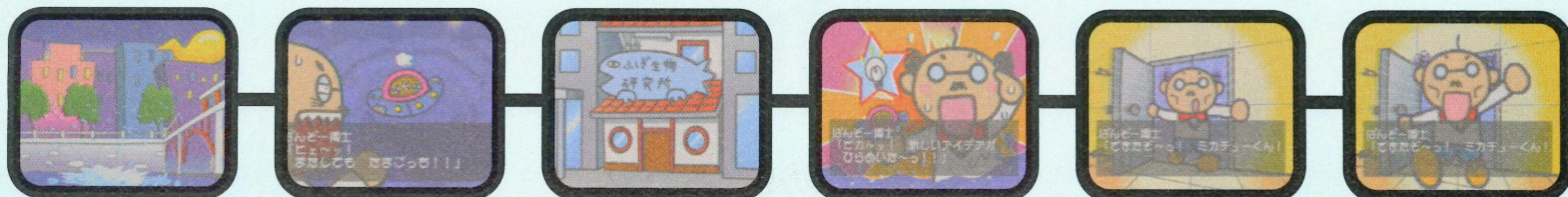
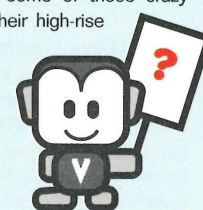


with the 64's engine room working up about the same lather of sweat as your average pitch and putter. Nevertheless, the game's aesthetics deliver sufficient realism to keep your attention. The on-screen swingers are of a digitised nature and not polygons. Same applies to the scenery and spectators – a shame really, but what the heck, it's the playability that counts, right?

Which brings us nicely along to that very topic, and those good ol' boys at T&E have just about got it down to a tee. There's no revolutionary control method, just the tried and tested swing-o-meter we all know and love: tap once for power then again for slice/hook – and it works

a treat. Obviously there's all the other intricacies to master (foot positioning, club choice, wind etc), but they can come later. A measure of a good game is often the swiftness with which you come to terms with its mechanics – a definite trait of Augusta.

In summary, it's a solid enough game with no pretensions, but certainly good enough to entice some of those crazy Japs away from their high-rise driving ranges and back in front of the telly, which is precisely where golf should be played.





Tamagotchi World 64

VIRTUAL MUTANTS ON PARADE

Our office Tamagotchi died this morning... Thank God! Ironically, it wasn't long before office harmony once again deteriorated as an altogether different kind of Tamagotchi experience forced itself upon us – *Tamagotchi World*.

There's not one, not two, not even three, but four shiny, happy, bouncy new virtual pets to take care of, and boy, do these *Dalièsque* creations need maintenance. But don't worry, things aren't that desperate – the player only has to nurture one of the little rascals, the other three are controlled by either other humans or the computer.

Race against time

Tamagotchi World differs from those key-ring things in so far as it's actually a board game. All four players throw a dice to move and then race around a vast 3D course containing numerous bonuses and pitfalls. The whole thing is Snakes & Ladders meets Monopoly with a large dose of warped Japanese humour, psychedelic visuals and the constant chatter of four excitable blobs, bless 'em.

The winner of the game is the first person to raise their pet to adulthood (or whatever the hell it is these freaks grow into). In order to achieve this you must feed them when they're hungry, play games with them and generally raise them in an agreeable way.

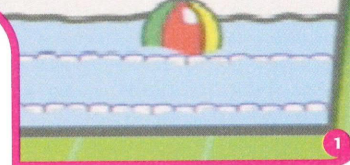
But it's not all fun and games – the untrained little beasts tend to leave unwelcome packages on the kitchen floor, pick fights and whine like real babies when they want feeding. Sometimes a quick punch in the head is needed to install a bit of discipline – but too much discipline and they become quivering wrecks, thus inhibiting their ability to evolve into wholesome young adults.

Game for a laugh

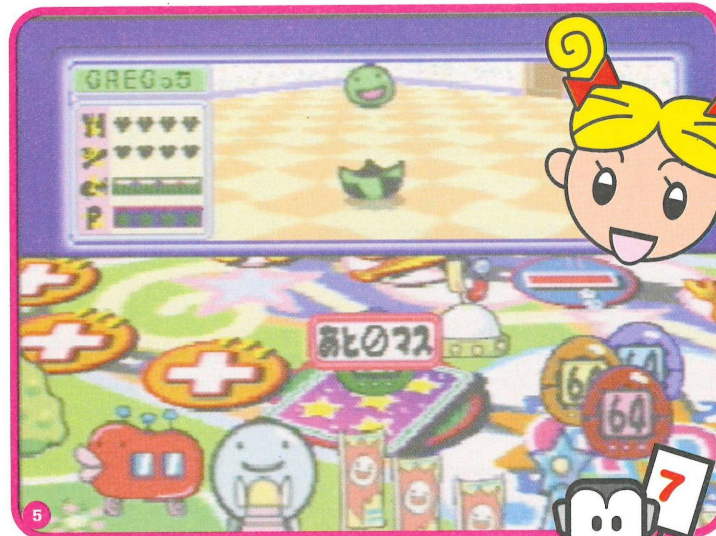
If you think all this sounds a bit

screwed up, you'd be right. But believe it or not, you've experienced nothing until you've played the sub games. There are literally dozens of bizarre antics ranging from simple guessing games to more advanced maze explorations. On one particular venture players attempt to stay on a moving conveyor belt hoisted high above a swimming pool, while another sees the little darlings leaping around a small room trying to eat everything in sight – including corks!

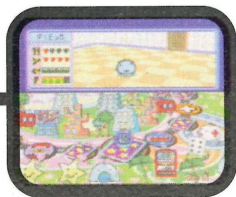
Thankfully, *Tamagotchi World* is fairly easy to understand. Granted, the actual concept is weirder than Bjork on acid, but in reality you only have to watch the board and your character to know what's going on. *Tamagotchi World* (surprised as we all were in the hallowed **VSIXTYFOUR** Towers), really is an original and funny arcade game. It may take a while for each match to finish, but in the end, the gameplay variation makes it more than worth it. Good effort Bandai.



1. Just like Gladiators innit? Keep on running or you'll end up in the soup. 2. On one of the sub games you get to choose between three doors. Guess correctly and you'll find yourself in here and healthier for it.



3. Never turn down the delights of a giant lollipop. 4. Can you decipher this sub game? If you can, then tell us what to do please. 5. Landing on a '4' increases your action points, which subsequently means you can do more things to your Tamagotchi.



Fire Pen

BACK ON THE STRAIGHT AND NARROW...

Take a length of twisted metal, a shaky hand and a loud buzzing noise and you're pretty close to *Fire Pen*. Yep, you've guessed it, it's time to regress to the good 'ol days of street parties and village fêtes; when apple dunking was rife and three buzzes meant you'd blown your chances of winning the coveted Charles and Di commemorative mug.

Those wiry courses were about as easy to navigate as Cape Horn, and with the release of this contemporary derivative the frustratingly difficult has become high-on impossible. Not only are there narrow gaps and hairpin curves to squeeze through, there are also swinging axes and rotating arms to outmanoeuvre too. However, unlike the aforementioned classic – which was played using just one piece of wire, a loop and a pint of your neighbour's home brew – *Fire Pen* is played on what can be loosely described as a race track with deadly kerbs, and instead of a loop you have some kind of relay baton!

You spanner

Fire Pen can hardly be described as easy, and yet, it's instantly compelling; no matter how many times your spanner touches those electrified track walls, you always end up going back for more. Maybe it's because you don't have to pay ten pence for the

privilege, but the simple fact of the matter is, this mindless gaming pulp is great fun for absolutely anybody. Pick up the controller, move your stick along the course and you'll immediately know what to do.

After a while you'll want to challenge a friend. *Fire Pen* obliges by allowing you to have a two-player race. Here, the action gets so frantic it's more akin to a Formula One racing game than a puzzler.

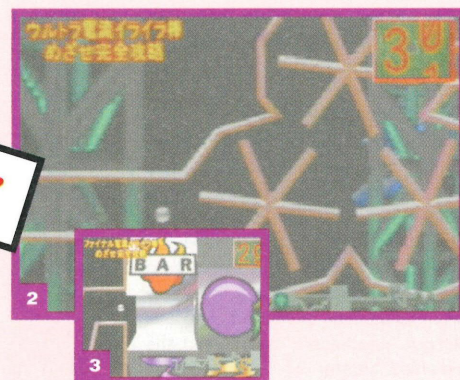
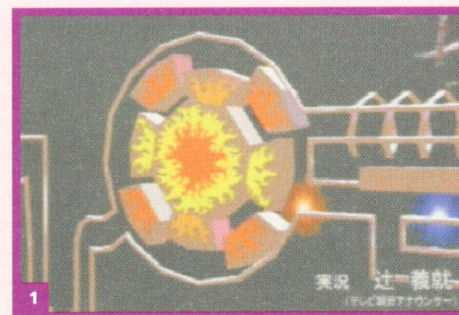
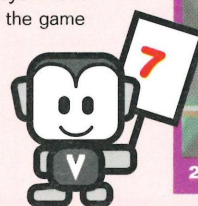
Instant relief

For some instant gratification and a damn good laugh, *Fire Pen* has what it takes. The exuberant Japanese commentary is especially amusing, and eight tracks are not nearly enough.

No matter how difficult the game may initially seem, you can guarantee some cocky git will sit there for two days and play until they complete it, and then be utterly despondent because they've wasted their money.

The only thing left then is the two-player mode. I guess we're lucky that this aspect of the game is so good. If it wasn't, *Fire Pen* wouldn't last long.

1. My pen's on fire! Nasty business...
2. This could put a spanner in the works.
3. A quick stop at the bar always goes down well.

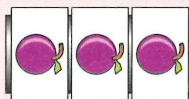


Pachinko

THE DEFINITIVE WASTE OF MONEY

I'm utterly gob smacked. As a professional I always give a game a fair chance. After all, somebody has put a lot of effort into making it, so no matter how bad a game looks on the surface, there's no point in denouncing it until you get right under its skin and really find out what's going on. Unfortunately, when I got under *Pachinko*'s skin, it got under mine too. Let me tell you why...

The graphics are garish and tacky and liable to bring on fits of epilepsy. The sound is a constant screeching irritation and the control method is a cack-handed effort that would have been castigated just as harshly five



years ago. Enduring *Pachinko* makes your eyes hurt and your head feel like someone's been attacking it with a pneumatic drill. If you're unlucky enough to play this game under the influence of alcohol, you WILL be sick.

Balls to it all

So how does it work? Well, tiny ball bearings cascade down a pinball-like board, bouncing from pin to pin, bumper to bumper until they reach the bottom, or miraculously settle in the prize hole. If they settle here the three-reel fruit machine spins and you stand a chance of winning big money.

What makes *Pachinko* so soul destroying is the fact that, statistically speaking, the chances of winning are so incredibly low, there just doesn't seem any point in playing. Reaching the fruit machine stage in itself is hard

1. There are three different locations to choose from. Personally I'd ignore all of them and nip off to the karaoke bar.
2. It's flash, brash and makes you want to puke.

enough, and then when you consider that each reel has more than twenty possibilities, you begin to understand the utter futility of persevering.

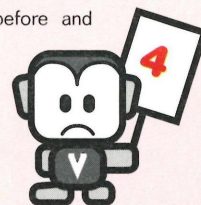
Pachinko is one of Japan's biggest past-times, literally millions of people from all walks of life line up in rows, in large noisy buildings and sit goggle-eyed, pumping in ball after ball wasting their fruitless lives away...

The thing is, even these die-hards are unlikely to enjoy this, simply because perseverance is not rewarded with anything tangible, ie real cash. So if the people who play the game won't enjoy it, the question is who will? The answer? No one.

That's entertainment?

Anybody picking up *Pachinko* for the first time and playing it with no prior knowledge will no doubt come to the same conclusion – what's the point?

If you have played the game before and understand it, then fair enough you might want to purchase it for nostalgia's sake, because, let's face it, you're not going to buy it for the sake of entertainment.





Sim City 2000



KEITH PULLIN PLAYS A STRATEGY GAME AND GETS A HUGE ERECTION. QUITE A FEW IN FACT...

Anybody can make a game about building and governing a city: 12 years ago I designed a housing estate plan for my final project in GCSE Computer Studies. It was the forerunner of *Sim City* and yet I was awarded a poultry 'E' for my groundbreaking efforts. Subsequently *Sim City* (almost my idea then) became one of the most successful games of all time. I'm still bitter about this too. Maybe I shouldn't have accused my teacher of supplying cannabis. Oh well.

Architecture with attitude

Sim City 2000 is *Sim City* dressed in a fur coat. The basic form remains the same, but all sorts of frilly bits have been added to keep it in line with today's stringent graphical standards.

All the buildings have been given structural

overhauls; skyscrapers cast looming shadows on the peasants below, airports look fairly modern, football stadiums rumble with atmosphere and suburban semis actually seem quite habitable – a far cry from the original Brazilian slums. It seems the local council have finally got round to hiring decent architects, and about time too.

Disaster zone

The gameplay has been tweaked in so far as you now have hills and mountains to incorporate into your city. Players will also have to master the tricky skill of laying water pipes, a task that only seems to be necessary when one of many potential disasters unleashes itself on your fair land. Flooding seems to be the most common, but players will also have to watch out for



1. No news is good news, especially when it's delivered by this feisty young news reader.
2. A bustling port will bring important commerce to your friendly haven.
3. If you want to watch a game of football, you'd better have your climbing boots on.
4. Make sure you allocate enough funds to each of the relevant departments such as fire and police.
5. Keep scanning the sub screens to stay abreast of problems such as pollution and crime.

earthquakes, fires, plane crashes and nuclear meltdowns – so don't forget those fire stations.

Japanese rumblings

Allow yourself a week to decipher the hieroglyphics and you'll never look back. Let's face it, *Sim City 2000* isn't the ideal game to play if you don't understand a word of Japanese. There are monthly and annual budgets to dissect, opinion polls to study, pollution levels to analyse and crime to keep down. There's a constant barrage of sub-screens displaying all kinds of information that will quite simply scare the hell out of the uninitiated.

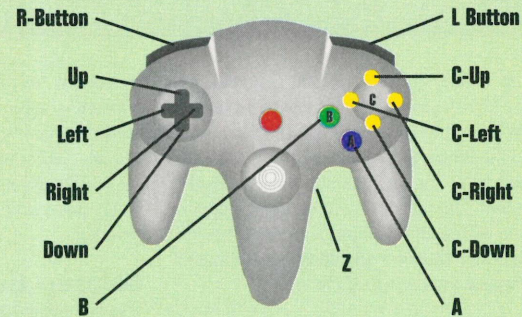
If you've played any other version you'll soon get the hang of it. However, if you've never played a *Sim City* game before don't even attempt to play *Sim City 2000*.



101 ways to win

Cheats never beat, or so the saying goes. Not so, say us. We at VSIXTYFOUR scowl in the face of such mutterings. Crafty as owt, that's us. To prove the point, here's, literally, a ton of game-busting cheats and tips. And if that isn't enough, we've even chunked in an extra one for good measure. Well, go on then... What you waiting for? Cheat! Cheat! Cheat! Cheat!

THE MASTER CONTROLLER



1

Fighters Destiny

Play as Boro To play as Boro – that's the Swiss bird that kicks like a mule and not the laughing stock football club from Teeside – you simply need to beat the game on easy mode.

Change outfits Tired of the same old outfits? Then simply hold down the R-Button at the selection screen.

Play as the Master Firstly, beat the game with the select characters. Having done this you'll receive a message from the Master. Enter the Master Challenge with any character, beat everyone, and you will be able to select the Master. Boo Yakka! Boo Yakka!

4

Dark Rift

Both codes should be confirmed at the title screen.

Play as bosses Sonork: L, R, C-Up, C-Down, C-Left, Right.

Demitron & Sonork A, B, R, L, C-Down, C-Up

7

Doom 64

Super Code W93M 7H2O BCYO PSVB

6

Mario Kart 64

Big rainbow shortcut A blinder of a short-cut that'll boost your social standing into the stratosphere, and back. Go to the Rainbow Course. Now at the start, before you get airborne on the big, long hill, take an acute turn left off-course and into mid-air. If you've got the correct angle and speed (which may take some practice), you'll fly through the air for a few seconds and eventually land on the track below. While you're in mid-air, pull your hand off the acceleration and hit the brakes because when you land your speed will bounce you about a bit.

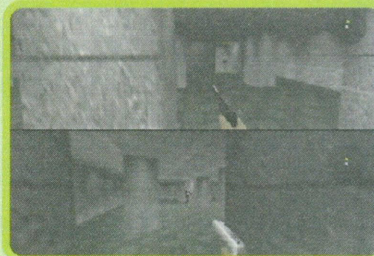
8

GoldenEye

Scroll through weapons backwards Bet you didn't know you could scroll through weapons backwards. Well you can and here's how: simply press and hold A, then tap Z (or press them both at the same time), and voilà!

Invisible Odd Job Spook the crap out of mates on Deathmatch GoldenEye with this ace tip. Play in the Archive levels (without radar). Choose Oddjob, leg it down to the basement, destroy one of the metal crates (make sure the top is still on), then go into the crate, duck and put your head down. Hey presto! No one can see you!

Extra multi-player stages Complete the second Severnyaka bunker, water cavern and military archive stages in agent mode and they will then be accessible for multi-player action. Note: only two to three people can play them though.



11

Aerofighters Assault

Extra pilot and F-15 At the title screen where it says 'Press Start', punch in the following combination: C-Left, C-Down, C-Right, C-Up, C-Left, C-right, C-Down.

12

Hexen

God mode (invincibility) C-Left, C-Right, C-Down.
Butcher mode C-Down, C-Up, C-Left, C-Left.
Health C-Left, C-Up, C-Down, C-Down.

23

Star Wars: Shadow of the Empire

Challenge point rewards Collect all the challenge points on the Easy setting and, during the game, hold down the camera button for five seconds and you'll get the Leebo Scanner.

Collect all the challenge points on the Medium setting and during the SkyHook Battle stage hold down the camera button for five seconds and you can fly as an X-WING.

Collect all the challenge points on Jedi setting and the Wampas in the 'Escape from Echo Base' – not beach – will follow you and attack your enemies.

32

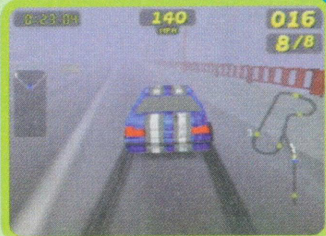
San Francisco Rush

Disable car collisions From setup screen: Left, Right, C-Right, C-Up, C-Left, C-Down, Z.

Foggy night At the options screen during gameplay select 'extreme fog' with all four C buttons pressed. Hey, who turned the lights off?

Drive the cab Acquiring half the keys on any course will unlock the cab. Note: Keys can be saved using the memory pak. Six to eight keys are hidden in each track. Hidden cars are exclusive to the track in which they have been unlocked.

Drive the hot-rod As with the cab, but get all the keys.



46

Legend of the Mystical Ninja

Blondes have more fun Whilst using Goeman's touch-and-go skills, get killed by a baddie (if you have more than one life). When Goeman re-appears he'll look a picture with lovely sun-kissed locks. Ooh, the tart!

15

Extreme G

Ultimate password Enter: 81GGD5 at the password screen.

Ghosty cheat Enter: 'ghostly' at the name entry screen.

Shit off a shovel Enter 'nitroid' at the name entry screen.

Slippery track Enter: 'banana' at the name entry screen.

Weapons cheat Enter: 'arsenal' at the name entry screen.

Fast as FK** Enter: 'xtreme' at the name entry screen.

Upside down mode Enter: 'antigrav' at the name entry screen.

Playstation mode Want to know what it's like to have an inferior games console? Enter 'uglymode' at the name entry screen (contest) to see what *Extreme G* would look like without mip-mapping and texture transparencies.



26

Robotron 64

50 extra lives From the setup menu hit: Up, Up, Down, Down, Left, Right, Left, Right, C-Left, C-Right, C-Left, C-Right.

Flame thrower While playing hit: Down, Right, Down, Right, C-Right.

Level select From the Setup menu hit: Down, Up, C-Left, Down, C-Left, C-Right, Down, C-Right.

Shield While playing the game hit: Down, Left, C-Left, C-Right.

Gameboy mode From the setup menu hit: Up, Down, Right, C-Left, Down, Up, Left, C-Right, Up, Down.

31

Lylat Wars

Extra energy When you arrive at Sector Z, if you find you're getting low on energy, you can fly into the rear hangar of the mother ship. You'll be treated to a mini cut-scene of your airwing diving into the ship and popping out the other side with your energy bar replenished.

43

Pilot Wings 64

From LA to New York (well almost) Get a jetpack and fly around San Francisco, you'll soon see a building you can enter. Go in the South side and you'll come out the other side in New York. Turn around and your back in Frisco. It really is the only way to travel.

36

NFL Quarterback Club '98

Crawlers Enter PBYBYMD will cause your Gridiron heroes to crawl round the playing field like the fools they are.

Maximum offense By entering BGBFYFF all your offensive players will have maximum attributes.

Sled mode Enter SNWSLDS for this rather queer cheat.

Super players Enter SPRBGRMS at the cheat menu and all quarterbacks will be able to throw 100 yards and all kickers will be able to kick 100 yards. Ooooh, creepy.

Extra fast players For super speedy players simply enter MCHLJNSN at the cheat menu.

What a pass! Enter LDSTRTRK for a perfect pass every time.

Eight downs Enter 8DWNDRV for eight downs.

44

Multi Racing Championship

Ghosty car Race against a ghost car in Time Trial mode once you've established the standard in lap times.

Mirror course After beating both secret racers (ie, Satan and God) in all three difficulty of Match Race, you'll open up the Mirror Course.

48

Madden 64

1996 NFC Pro Bowl team Simply enter LEI to get the '96 NFC Pro Bowl team.

Tiburon sports complex Enter MAITLAND at the name entry screen.

Ending sequences For the flashy rendered end sequence hold the L, R and Z buttons whilst booting up (when EA logo appears).

47

Killer Instinct Gold

All options instantly Z, B, A, Left button, A, Z.

101 ways to win

51

Super Mario 64

Meet Yoshi! After masterfully attaining all 120 stars, you can go and see our Yoshi. Go outside the castle and climb inside the opening that used to be where the grating was. It's now a usable cannon. Climb aboard and aim for the castle roof. Once there, you'll bump into our prehistoric pal. He speaks with you briefly before filling your life metre up to the hilt. Then he just buggers off. Oh well, suppose he was busy with *Yoshi's Story* and all that. . .



52

F1 Pole Position

Secret car Finish the game and become World Champion first. Done that? Right, now save to a control pak and restart the game. When the game says please wait 'while loading' press and hold the A and B buttons. Now go to the car selection screen and pick up your swanky new car.

54

FIFA: Road to the World Cup '98

Unlock road to World Cup round 2 Enter the Player Edit screen, select Japan as your country and enter the player name YUJI.

Tiny players For a team full of Brian Flynns select the Vancouver team and enter KERRY as your name.

59

Clayfighter 63 and a half

Play as Booger Man Even shitty games have cheat modes! Hold down the left shoulder button at the character select screen, move joystick Up, Right, Down, Left, Right, Left.

Play as Sumo Santa Hold down the left shoulder button at the character select screen, hit: A, C-Down, C-Right, C-Up, C-Left, B.

Random character select Hold down the left shoulder button at the character selection screen and hit: A, C-Down, C-Right, C-Up, C-Left, B.

53

Wave Race 64

Baby dolphins and a whale Go to Championship Mode, choose easy and then choose warm up. You'll end up in Dolphin Park. Follow the dolphin but don't lose or pass the little fella – you'll know if you're on the right tracks if, as you reach the pier, he does a flip. You have to do exactly as the dolphin does ie, if he flips then you must flip too. After approximately two laps the dolphin will do a back flip (if you've done it right) and a baby dolphin will follow you. Each time you do it another baby dolphin will appear. Another 30 laps of this and you'll attract a killer whale – if you haven't hung yourself out of boredom, that is. Phew! that was a long one.



56

Top Gear Rally

Access all cars From the arcade mode selection screen enter A, Left, Left, C-Down, A, Right, Z.

Access all tracks From the arcade mode selection screen enter A, Left, Left, Right, Down, Z.

PlayStation mode During gameplay hit: B, Left, Right, Up, Left, Z, Right.

62

Wayne Gretzky's 3D Hockey 98

Get old teams Go to the options screen and hold the L-Button while typing in the following C-Button combination: R, L, L, R, L, L, R, L, L.

63

Diddy Kong Racing

Same character

Code : DOUBLEVISION

Huge characters

Code : ARNOLD

Keep the speed

Code : OFFROAD

No zippers

Code : ZAPTHEZIPPERS

Tiny players

Code : TEENYWEENIES

Computer can't use weapons

Code : BYEBYEBALLOONS

Extreme opponents

Code : TIMETOLOSE

Two-player adventure

Code : JOINTVENTURE

All balloons are rainbows

Code : OPPOSITESATTRACT

All balloons are red

Code : BOMBSAWAY

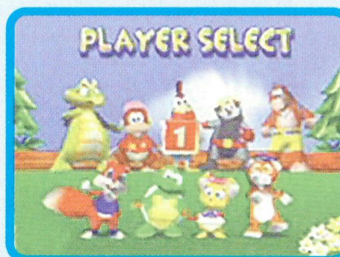
All balloons are yellow

Code : BODY ARMOUR

Change horn sounds

Code : BLABBERMOUTH

Play as Drumstick To play as Drumstick find all the amulets, the WizPig and the TT amulets. Once you've done this, squash the odd looking frog in the central area and KABOOM! there's Drumstick.



76

War Gods

Random select When selecting a War God hold start and press up. This will randomly select a War God for you.

Play as Grox On the character select screen, hit Down, Right, Left, Left, Up, Down, Right, Up, Left, Left, and choose any character.

78

Bomberman 64

Bonus world Collect all 100 gold cards and beat Altair again to access a completely new world (Rainbow Palace).

79

Mortal Kombat Mythologies

1000 lives At the password screen enter: GTTBHR

View credits At the password screen enter: CRVDTS

Warp to Mission 4 At the password screen enter: ZVRKDM

Warp to Mission 7 At the password screen enter: QFTLWN

Stage select screen At the character select screen go to Sonya and press Up + Start at the same time. Then, after selecting your character you'll have access to a stage select menu.

87

Automobili Lamborghini

Hidden bonus cars Get access to some right flashy wheels by beating the basic or Pro series in Arcade mode. Each time you beat a series, you will receive a new set of cars. For yet more motors, beat the Championship Mode on Normal and Expert.

84

WCW vs NWO

Play as Randy Savage Beat NWO in League Challenge mode.

Play as Wrath Choose DOA and play until you meet Wrath. Beat him and then you can select him as a playable character. Be sure to save your game from the option menu.

88

Tetrisphere

Vortex Type in the word VORTEX and press and hold the reset button on the 64. After a couple of seconds, an animation sequence begins whereby a load of robots get sucked into a swirly vortex. Ok, so it ain't the most exciting of cheats. . .

Hidden game Enter: LINES

Hidden tunes Enter: G(alien head)MEBOY

Access all levels Enter:
(saturn)(spaceship)(rocket)(heart)(skull)

View credits Enter: CREDITS

86

Cruis'n USA

Stage select At the Stage Select screen press L + C-Down at the same time for Golden Gate Bridge.

L + C-Down + C-Right at the same time for San Francisco.

L + C-Right + C-Up at the same time for Indiana.

93

Turok: Dinosaur Hunter

Level skipping and boss warps Enter:
NTHGTHDGCRTDTRK

Psychedelic furs Enter: LLTHCLRSFTHRNB

See all enemies Enter: NSTHMDNDT

Tiny baddies Enter: DNCHN

Credits Enter: FDTHMGS

Epileptic fit mode - Enter: SNFFRR (but stand well back, OK?)

Gallery code - Enter: THBST

Sketchy mode - Enter: DLKTDR

BLAG IT

We've managed to pounce ten Action Replays from the cheat masters themselves, Datel. Just complete the multiple choice teasers and post to VSIXTYFOUR Towers.



- Who finished second to Ben Johnson in the 100 metres final at the 1988 Seoul Olympics, but was later awarded the Gold Medal?
a) Carl Lewis
b) Lewis Collins
c) Lennox Lewis
- Diego Maradona tested positive for which substance during the 1994 World Cup finals?
a) Coco Pops
b) Coca-Cola
c) Cocaine
- Who did Michael Schumacher collide with during the last race of the 1997 Formula 1 season?
a) Jack Duckworth
b) Jacques Cousteau
c) Jacques Villeneuve
- Robert Maxwell was. . .
a) a lovely chap but just a little rotund.
b) a splendid bloke with a rather delicate waist.
c) a lard arsed crook who liked nothing better than stitching up old timers and spending the proceeds on boats and chocolate.

Pop your answers in the post and send to:

OK. So maybe cheats don't always beat.
VSIXTYFOUR
VSIXTYFOUR Towers
58/60 Fitzroy Street
London W1P5HT.

BLAG IT!

No one blags like VSIXTYFOUR, we've a veritable Aladdin's cave of goodies up for grabs.

WIN!

1st Prize

A sack-tickling Surround Sound system from JBL worth £600!

2nd Prize

The most powerful console on earth.

3rd Prize

One of ten, yes ten, copies of Yoshi's Story, the old-skool game on the nu-skool platform.



Questions

1. What was the name of the car that recently broke the sound barrier and in doing so set a new land speed record?

- a) Thrust SSC
- b) Fire Stingray
- c) Zaxxon B

2. Who was the driver?

- a) Colonel Blanchford-Topper
- b) Mr. Green
- c) Lord Ponthenby-Smythe

3. Just how fast did he go?

- a) 1,233.704 Km/h
- b) 1,233.707 Mph
- c) 1,485.798 Km/h

Send your answers on a Postcard to:

I love competitions, me.
VSIXTYFOUR
VSIXTYFOUR Towers
58/60 Fitzroy Street
London
W1P5HT

Rules and Stuff

No correspondence will be entered into with regards to the final result. Don't even think about sending multiple entries in, **we'll spot 'em**. The successful blaggers will receive correspondence saying "you've won" or something like that and then some delivery bloke will more than likely turn up with your prize, so make sure you stay in for the next couple of months. Oh yeah, and please **don't phone** to see if you've won, that wouldn't go down well at all. In fact, anyone who phones is automatically disqualified, **OK?** Well, off you go then and best of British to you all.

DOSSIER 64

Volume one

Issue one

Your essential guide to the N64

Welcome to Dossier 64, the definitive guide to the most powerful console on Earth.

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0-3 Sick, very sick.

4-6 No, not good at all.

7 Hmm, not bad, but...

8 Oh yes!... let's boogie

9 Part with cash... now!

10 The absolute King



NO! Just don't do it



R You *will* like this game



V The highest accolade

Aerofighters Assault

4

Absolutely nothing to do with wrestling bubbly chocolate bars, but then again bears no resemblance to a flight sim either. Amazingly, this heap of nonsense is from the Paradigm stable, they of *Pilotwings* fame, who, as George Michael once said, should've known better. Careless indeed.



Augusta Masters Golf

7

Sunday morning strollers, be advised there now exists a 64 game worth exchanging green-backs for. T&E Soft have got the virtual golfing experience down to a 'tee'. Don't let the fact that it's only out in Japanese 'putt' you off too much though - it doesn't really hamper the enjoyment.

Automobili Lamborghini

7

Unless you're a stunted cockney with a liking for big furry hats, it's unlikely you'll ever get the opportunity to drive the most super of super cars. Alternatively, pick up a copy of Titus' exotic racer which, when all's said and done, isn't that bad, but won't pull lasses like the real thing.

Baku Bomberman

5

Apparently the word *baku* is an old Japanese colloquialism meaning 'absolutely no bearing on the original and ultimately sub-standard'. No, honest! Which is exactly what *Baku Bomberman* is. But then again, what do you expect from a software company whose founder is an ex-butler?

Blast Corps

8

You're charged with the responsibility of preventing nuclear disaster! With the aid of a bagful of Tonka- and Dinky-style motors you must guide a cruise missile-laden convoy to safety. Very original, very strange, very infuriating and very addictive.



Clayfighter 63 1/2

2

Should you spot this cart on your travels, take a sledgehammer to the offending article and watch with glee as it shatters into a million pieces of pure unadulterated bollocks... What, we mean it's not too hot? You better believe it, honeybunch.



Cruisin' USA

2

If Noel Edmonds were to be mysteriously transformed into a small piece of plastic containing microchips and a circuit board on which was stated 'for use with N64 console only', the chances are he would be *Cruisin' USA*. Bunch of blobby arse.



Dark Rift

5

A slap-'em-up which, despite looking pretty tasty and moving at a fair old rate (60fps), is nevertheless fairly uninspiring. We want an ace beat-'em-up and we want it now.

Diddy Kong Racing

9

So cute it makes *Mario Kart* look positively demonic. But hell, what a game! *Diddy Kong Racing* gives the aforementioned racing game a serious kicking with its gorge graphics, perfect playability and ludicrously long longevity.



Doom 64

8

The most impressive version of this most ubiquitous of titles. Pretty dated now, but it's still worth a look. Scary too...

Doraemon

3

What? A console game about bouncers? Oh, you spell it that way. Well, that's a pity as it'd be far more exciting than this Mario-alike 3D romp. Alike in conception, that is, but certainly not execution. You see, basically, it isn't very good.



Under the hood

N64 Specifications

CPU

- MIPS 64-bit RISC custom R4300 running at 93.75 MHz

Co-processor

- 64-bit RISC processor running at 62.5MHz
- Built in RSP (graphics and sound processor) and RDP (pixel drawing processor)

Memory

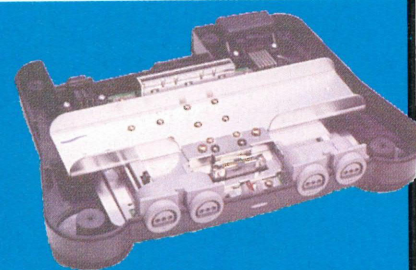
- 36 Mbits Rambus-designed 9-bit DRAM (4.5MB), maximum transfer rate: 4.500 Mbits/sec

Resolution

- 256x224 or 640x480 with flicker-free interlace support

Colour

- Maximum 16.8 million colours, 32-bit RGBA pixel-colour frame buffer support
- Standard 21-bit colour output



Audio

- Stereo 16-bit PCM
- 64 channels at 44KHz

Benchmark performance

- Main CPU clocked at 125 MIPS
- Graphics co-processor clocked at MFLOPS (millions of floating point operations per second)
- 100,000 polygons/sec with all hardware features turned on

V-LEAGUE

	Title	Gn	By	Batt	N	Plys	Cart	RP	G	S	P	L	C
1	Goldeneye	S	Rare	Yes	UK	1-4	96m	Yes	9	9	9	9	V
2	Mario 64	A	Nintendo	Yes	UK	One	64m	No	9	8	9	9	V
3	ISS 64	SP	Konami	No	UK	1-4	64m	No	8	8	10	9	V
4	1080 Snowboarding	R	Nintendo	Yes	Jap	1-2	64m	Yes	9	9	9	9	V
5	Mystical Ninja	A	Konami	Yes	UK	One	96m	N		9	9	9	V
6	Diddy Kong Racing	R	Rare	Yes	UK	1-4	96m	Yes	9	8	9	9	V
7	Wave Race	R	Nintendo	Yes	UK	1-2	64m	No	9	8	9	8	R
8	Lylat Wars	AS	Nintendo	No	UK	1-4	96m	Yes	9	8	8	8	R
9	Turok	B	Acclaim	No	UK	One	64m	Yes	9	8	8	8	R
10	Yoshi's Story	W	Nintendo	Yes	Jap	One	128m	Yes	9	8	9	7	R
11	Mario Kart	R	Nintendo	Yes	UK	1-4	96m	No	8	8	8	8	R
12	Pilot Wings	P	Nintendo	Yes	UK	One	64m	No	8	8	8	8	R
13	J.Madden 64	G	EA Sport	No	US	1-4	128m	Yes	8	8	8	8	R
14	Extreme G	R	Acclaim	No	UK	1-4	64m	Yes	8	8	8	8	R
15	Duke Nukem	B	GT	No	UK	1-4	64m	Yes	8	7	8	8	R
16	Blast Corps	B	Rare	Yes	UK	One	64m	No	7	8	8	8	
17	NFL 98	G	Acclaim	No	US	1-4	64m	Yes	9	6	7	8	
18	Doom 64	B	GT	No	UK	One	64m	No	8	8	8	8	
19	Top Gear Rally	R	Kemco	No	1-2	1-2	64m	Yes	8	6	8	7	
20	NHL Breakaway 98	S	Acclaim	No	UK	1-4	96m	Yes	7	6	8	7	
21	Nagano 98	G	Konami	No	Jap	1-4	128m	Yes	8	8	7	8	
22	Fifa: Road to the World Cup	G	EA Sports	No	UK	1-4	128m	No	8	8	7	7	
23	Wayne Gretzky 98	S	GT	No	US	1-4	64m	Yes	7	6	8	7	
24	Augusta Golf	S	T&E	No	Jap	1-4	96m	No	7	6	7	7	
25	Wild Choppers	FS	Seta	No	Jap	1-2	98m	Yes	8	6	5	6	
26	Lamborghini Auto	R	Titus	No	UK	1-2	128m	Yes	8	7	7	7	
27	Mace: The Dark Age	Bl	GT	No	UK	1-2	128m	Yes	8	7	7	7	
28	Tetrisphere	Y	Nintendo	No	UK	1-2	64m	No	6	8	7	7	
29	Sim City 2000	O	Maxis	No	Jap	One	128m	No	7	5	5	7	
30	Fighters Destiny	B	Ocean	Yes	UK	1-2	96m	Yes	7	5	6	7	
31	Shadows of the Empire	B	Nintendo	Yes	UK	One	128m	No	7	7	6	6	
32	WCW vs NWO	B	THQ	No	UK	1-4	96m	Yes	7	6	7	6	
33	Go Go Troublemakers	W	Nintendo	No	UK	One	64m	No	6	6	7	6	
34	Fire-Pen	O	Hudson	No	Jap	1-2	64m	Yes	6	7	7	6	
35	Tamagotchi 64	O	Bandai	No	Jap	1-4	64m	No	6	5	6	7	
36	F1 Pole Position	R	Ubi Soft	No	UK	One	64m	No	6	6	6	6	
37	Hexen	B	GT	No	UK	1-4	64m	No	6	6	6	6	
38	MRC	R	Ocean	No	UK	1-2	96m	No	6	6	6	6	
39	Wayne Gretzky Hockey	G	GT	No	UK	1-4	64m	No	6	6	6	6	
40	San Francisco Rush	R	GT	No	US	1-2	96m	Yes	5	4	6	7	
41	Bomberman 64	W	Nintendo	No	UK	1-2	64m	No	6	5	6	5	
42	Dark Rift	Bl	GT	No	UK	1-2	64m	No	6	6	5	5	
43	Killer Instinct Gold	Bl	Rare	No	UK	1-2	128m	No	7	6	5	4	
44	Mortal Kombat Myths.	Bl	GT	No	US	One	128m	Yes	6	6	4	4	
45	NBA PRO 98	S	GT	No	UK	1-4	128m	Yes	4	6	4	5	
46	King of Pro Baseball	G	Nintendo	No	Jap	1-2	128m	?	6	5	5	4	
47	Aerofighters Assault	F	Paradigm	No	US	1-2	64m	Yes	7	4	5	4	
48	NBA Hangtime	G	GT	No	US	1-4	64m	No	5	5	4	4	
39	War Gods	Bl	GT	No	UK	1-2	96m	No	6	5	4	4	No
50	Mortal Kombat Trilogy	Bl	GT	No	UK	1-2	128m	No	5	4	4	4	No

KEY
GN - Genre. **B** - 3D Shooter. **R** - Racing. **A** - Adventure. **AS** - Arcade Shooter. **P** - Puzzle. **BP** - Beat-em-up. **S** - Sports. **PF** - Platform.
O - Other. **Batt** - Built in EEPROM. **N** - Nationality Tested. **Plys** - Amount of Players. **Cart** - Meg Size of Game. **RP** - Rumble Pak Compatibility.
G - Graphics. **S** - Sound. **P** - Playability. **L** - Longevity. **C** - Conclusion. **V** - Vital. **R** - Recommended. **No** - Total Toss - avoid!

V-League Data

Top 50 Publisher Market Share

Rare	8%
Nintendo	24%
Konami	6%
Acclaim	8%
EA	4%
GT	26%
Ocean	4%
Others	20%

Top 50 Analysis by Genre

B	3D Shooters	12%
R	Racing	20%
A	Adventure	4%
AS	Arcade Shooter	6%
P	Puzzle	2%
BP	Beat-em-up	18%
S	Sports	24%
PF	Platform	6%
SO	Other	8%

Duke Nukem 64

Despite appearing on more platforms than Elton John, we reckon the 64 version is the best yet. The titillating perry bits may have been omitted, but then again, if you play computer games for sexual gratification it could be time to take a long, hard look at yourself. This aside, Duke 64 is worthy of your cash.



Extreme G

Acclaim's vision of post-apocalyptic joy-riding moves like excrement off a garden implement and no mistake, but it just maybe lacks a little depth. Well worth increasing your credit card debt for though.



Fifa 64

This game is like San Marino with their star players injured, Manchester City on a really off day, Wales after having an extremely effective gypsy curse put on them, and Graham Taylor's tactical acumen after a long weekend on the sauce. Do yourself a favour and avoid this one like a smack on the head from a baton-wielding Italian rozza.



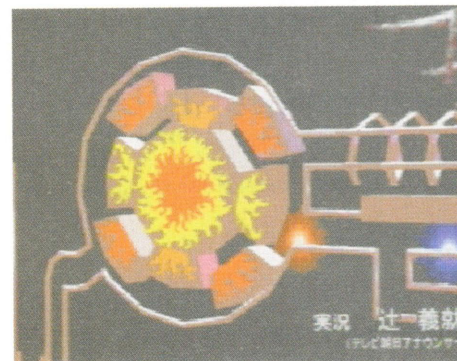
Fighters Destiny

Ocean's entrant to the N64 combat arena caused a fair amount of consternation amongst the VSIXTYFOUR scribes. Most of us were of the opinion it was a rather nifty little number. Charlie, however, vehemently disagreed. Boy, is he hard to please. He's particularly precious when it's to do with the subject he holds most dear: violence. Still, *Fighters Destiny* is most certainly the best ruck-em-up to appear so far.



Fire Pen

Completely hatstand Japanese concept not unlike the old village fête electric rod game. You know the one, where you had to guide a metal rod around an electrically charged rail. Sounds stupid eh? Well it works a treat if you must know, especially with two players.



F1 Pole Position

A remix of *Human Grand Prix* complete with graphical enhancements and official F1 licence, but despite this overhaul it still struggles to qualify as a worthwhile addition to one's software library. Not terrible, but definitely not very good either.

THE 64DD



What is it exactly?

Basically, the 64DD is a magnetic drive-based device that uses media units similar to Zip drive disks. Each disk can hold – spookily enough – 64 megabytes of data (about eight times the size of Mario 64).

OK, I've got that much, but why?

What's really ace about the 64DD is that it enables developers to make games that utilise both cartridge and disk. For instance, suppose EA brought out a footie game on cartridge. They would later be able to produce updates on disk which might feature updated graphics, new teams, new stats, etc. Developers also have the option to produce 64DD only games and skip the cartridge version altogether.

Aren't the disks readable and writable?

Yes, that's right, they certainly are. You see, everyday CDs, like those used by the PlayStation, can hold approximately ten times the data of a DD disk but are readable only. As DD disks are writable a whole new dimension to gameplay can be exploited.

Such as?

Well take an RPG for instance. Your character could be walking through a forest and drop something to mark the way. Any change is instantly recorded, and even when you turn off the game and come back to it later your marker would still be there. Your footprints might still be there too, while the corpses of slaughtered baddies would be mouldering where they fell. In essence, your game will be unique.

Any other additional features?

Definitely. The DD will come with a real-time clock. Play a game at night, switch it off, and upon returning in the morning, the time you spent kipping will have elapsed in the game. Enough time for a village to be burned down, or for characters to regain health while resting.

The 64DD comes with a 4MB expansion RAM pack, installed into the memory expansion slot at the front of the N64. It will replace the current jumper pack and raise the N64's overall RAM to a total of 8 MB (four times that of the PlayStation). Among other things, this additional RAM will help pave the way for more hi-res games.

The 64DD includes a 36 megabit chip that contains integrated fonts and audio files. This will eliminate the need for developers to store dormant sounds and fonts on the disk and free up even more space.

Sounds wicked. When's it coming out?

The Japanese release is pencilled in for June 98. A UK date is not available presently but Christmas 98 looks likely.

Isn't this going to be expensive though?

No firm price yet, but it has been hinted that in the US it could retail for as low as \$79.

Where can I find out more?

Check *Scene 64* for the latest DD update.

Toon! Toon! Toon!

Tired of plinkety-plonk game scores? Try these bangin' beats for size. But hey, don't forget to crank it up big time.

Artist

Da Hool
Armin
Knuckleheads
Brainbug
Wippenburg
Nalin & Kane
Eclipse
FSOL
Movin' Melodies
Spice Girls

Toon

Love Parade
Blue Fear
Turn the FU**ING music up
Nightmare
Neurodancer
Beachball
Nukem's World
Papua New Guinea
Indica
Spice Up Your Life

Best with

GoldenEye
Extreme-G
Diddy Kong
Doom 64
Mario Kart
Pilotwings
Duke Nukem
Tetrisphere
Mario 64
Cruisin' USA

BITS 'N BOBS

PADS

Nintendo Controller £29.99



Comes as standard with the 64. Nothing really touches it in terms of response, build and feel. Pad perfection personified.

Best for: any game you care to mention.

It's the tops.

Comes in: red, blue, grey, black, yellow and green.

10/10



Interact Super Pad 64 £19.99



Its asymmetrical shape makes the Super Pad 64 a bit of an ugly duckling. But as the adage goes, 'beauty's only skin deep'. A damn fine all-rounder.

Best for: multi-player shenanigans on a budget.

Comes in: black.

8/10



Gamester LX4 Controller £19.99

Above-par pad equipped with auto-fire and slow motion.

Best for: those who want a competent second string pad.

7/10

Interact Mako Pad £24.99



Like the Super Pad but transparent – also

has an auto-fire feature.

Best for: gamers wanting some see-through auto-fire action.

Comes in: see-through casing.

8/10



Interact Super Pad Colours £24.99

Poor man's version of standard 64 controller, but a decent enough performer.

Best for: colour-crazed Nintendoids who want to save a fiver.

Comes in: black, green, red and grey.

7/10



Interact Ultra Racer 64 £29.99

Curious palm-wheel cum joy pad device primarily designed for racing games. Works a lot better than it looks. Add-on obsessives might want to check it out.

Best for: racing games.

8/10

Trident Pad £19.99



The most cumbersome piece of injection-moulded plastic you could ever connect to your 64 – not nice at all.

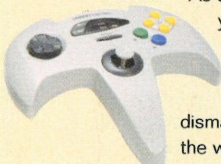
Best for: repeatedly swinging round your

head then letting go.

Comes in: red, green, blue and grey.

2/10

Trident Pro Pad £24.99



As awkward as its younger brother but comes with auto-fire and slow motion.

Best for: dismantling, then using the working parts to build a jet-propelled rib-tickler.

Comes in: a box.

2/10

STICKS

Interact Arcade Shark £39.99



Well built stick with auto-fire and slow motion extras – dual positional lever also.

Best for: beat-'em-ups.

Comes in: black.

8/10

WHEELS

V3 Racing Wheel £69.99



Steering wheel set complete with pedals, but no gear stick. Features include customised button layout, auto-centering wheel and retractable steering column. Reasonable enough build, but otherwise a let down.

Best for: those who can't get hold of a Logic 3 Top Gear.

6/10

Logic 3 Top Gear £59.99



Multi-format steering wheel, complete with pedals and micro-switch joystick. Rumble Pak compatible. Competitively price and responsive feel make the Top Gear the best of the bunch.

Best for: racing fans who prefer on-track action of the non-pad variety.

7/10

Gamester Steering Wheel with pedals £49.99



No-frills pedal/wheel package from Gamester. Bog standard in every respect and the price reflects this. Despite lack of extras it plays fairly well.

Best for: add-on action on a budget.
6/10

MEMORY CARDS



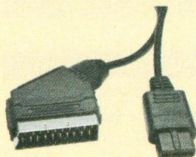
Nintendo 256K £14.99

Datel 1MB £19.99

LMP 256K £11.99

LMP 1MB £14.99

Nintendo Scart Lead £19.99



Best for: better picture if your set comes equipped with Euro/Scart connector.

Datel Action Replay £39.99



Packed with a ton of cheats for game-tinkering tomfoolery.

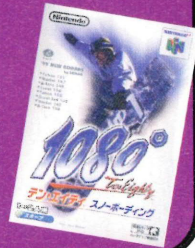
Best for: cheating.

Import charts

What's currently hot on an import tip, courtesy of them crazy catz at CEX.

- | | |
|-----------------------|-----|
| 1. GoldenEye | US |
| 2. Fighters Destiny | US |
| 3. Yoshi's Story | JAP |
| 4. Nagano 98 | US |
| 5. Diddy Kong Racing | US |
| 6. NBA in the Zone 98 | US |
| 7. Augusta Golf | JAP |
| 8. WCW vs NWO | US |
| 9. Sim City 2000 | JAP |
| 10. Wild Choppers | JAP |

Expect 1080 to firmly establish itself as the absolute leader by the next issue of **VSIXTYFOUR**.



Glory of Saint Andrews

Remember that appalling Philips CDI golf game that had those with a penchant for plus-fours and bobbly headware rushing to their local Comet Game Zone with a wad of cash? No? Oh well, this is even worse! More like Tarby and Bruce than Tiger Woods.



Go-Go Troublemakers

Troublemakers, *Mischief Makers* or whatever, this whacky 2D platformer provides some hearty frolics in return for your hard-earned cash. *Yoshi's Story* is better though.

GoldenEye

If one day extra-terrestrials descend from the skies and announce that they have come to save the human race from this decaying world and lead us to a promised Utopia where all is sweetness and light, you just know that when you get there *GoldenEye* will be the entertainment software of choice for our bug-eyed cosmic cousins. Out of this world.



Habu Shogi

Shogi is a kind of Japanese interpretation of chess, but since we have neither the time nor inclination to learn the rules we can't really comment.

Hexen

Doomesque type affair with a Dungeons & Dragons flava. Totally inept piece of baloney with no obvious redeeming features. Stay clear.

International SuperStar Soccer 64

Question: Name the all-time greatest computer soccer game.

Answer: *International SuperStar Soccer 64* by Konami. Easy.



Killer Instinct Gold

Identical to its coin-op counterpart, which is not necessarily a great thing. In a world devoid of any competent scrap-'em-ups it does, however, sit fairly near to the apex of N64 aggro titles.

Legend of the Mystical Ninja

Ol' blue rinse and camp boy make their English language debut on the 64. And what's more, every man, Jack and Harry at **VSIXTYFOUR** would like to plant a big sloppy kiss on the bottom cheeks of whichever crazy Konami catz were responsible for this superb piece of software. Buy it at all costs.



Lylat Wars

Woodland creatures take on the might of the evil Andross in Nintendo's madcap take on *Star Wars*. Climb aboard your crazy cosmic craft, slap in the Rumbly Pak, sit back and prepare for a unique gaming experience. Your bird'll love it too, lads! What a result!



Mace: The Dark Age

If *Killer Instinct Gold* is somewhere near the summit of the games mountain, then *Mace* sits proudly on the top of the pile. This reasonably accurate conversion of the arcade version is still not pant-wettingly good. Come on Capcom and Konami, bring on your hardest, for all our sakes.

What we really, really want

Admittedly, the N64 doesn't have a monopoly on all the best software. Here are a few titles we'd like to see in cartridge guise.

Game

Chances

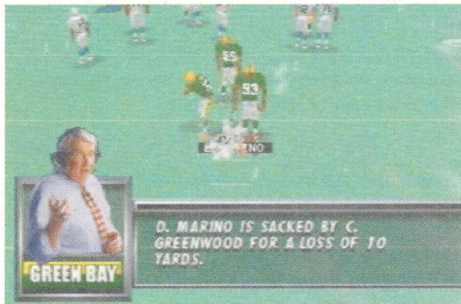
Grand Theft Auto
Resident Evil 2
Metal Gear Solid
Championship Man 2
Quake 2
Command & Conquer
Tekken 3
Gran Turismo
Fighting Wu-Shu
Final Fantasy VII

Slimmer than Jodie Kidd
Resident Evil 64 is a-comin'
On the cards
Maybe on the DD
Possibility in 99
Fair chance
You never know
Not bleedin' likely
Don't hold your breath
The series could be back on DD



Madden 64

Despite the absence of an official licence this is probably the greatest gridiron game ever. Phew! Very playable, looks a Bobby Dazzler, top heritage and brains the size of Carol Vorderman's rump.



Mario Kart 64

The most entertaining piece of software on the SNES doesn't quite repeat the success we enjoyed on the 64. Great fun nevertheless, but now superseded by a certain chimp and his pals.



Mortal Kombat Trilogy

Milked more than the breasts of a septuplet-bearing mother. What once had us clicking our heels in unreserved glee now leaves us with a rather clammy sensation from the neck down. Now just cease this regurgitating nonsense will you!



Multi Racing Championship

Little to inspire about MRC. Not as good as Top Gear Rally but similar in style.



NBA Hangtime

If you're seeking some pretty hot ring action then NBA Hangtime ain't the one for you. Instead, go and check out NBA Basketball, soon to be released from Nintendo.



NBA Pro 98

Oh dear. Hard to believe NBA Pro is the work of Konami, it's a very dire game indeed. Super low res and fuzzy wuzzy whilst the ball feels like it's full of sand. Be advised to save your wonga and wait for Nintendo's forthcoming title NBA Basketball which looks far superior.

NFL 98

This Adonis of a game uses the N64's hi-res mode to grandiose effect. However, we reckon Madden's groovy artificial intelligence makes for a better blast. By the way, in-game commentator Marv Albert is currently up in court for sexual offences. I don't know, sports commentators, ageing pop stars, what's the world coming to? Now in my day...

NHL Breakaway 98

Acclaim are making quite a name for themselves in the sporting arena of N64 software. First the hi-res Quarterback Club and now the medium-res NHL Breakaway 98. More realistic than the arcade-style

Gretzky, but don't let that put you off. This is, arguably, the finest hockey game to appear on any system.

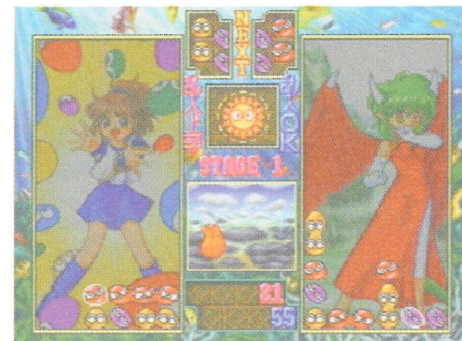
Pilotwings

Some love it, some loathe it. Ooh, what a dilemma. Is it great, or is it grim? Look, if you like the sound of taking part in a plethora of aerial acrobatics whilst flying around in hang-gliders, jet packs and gyrocopters over visually stunning landscapes then Pilotwings is for you. If you don't, then stay clear. Simple.



Pyo-Pyo Sun 64

Alright, alright already, so it looks like a 16-bit game, what's the big deal, it's a puzzle game innit? And what's more, it's a mighty tasty one at that.



San Francisco Rush

Life is just full of 'what ifs' and 'could've beens', and if the SFR programmers had whiled away a few more hours on the small matter of car handling SFR could've been a contender. But they didn't, so it isn't.



Shadows of the Empire

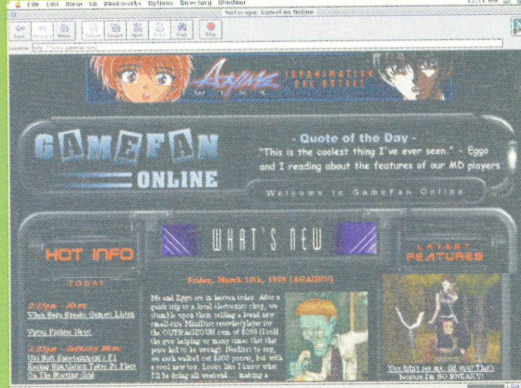
A series of sub-standard mini-games poorly strung together is just about your lot in this Star Wars cash-in title.

Sites for sore eyes

There's far more to cyberspace than monkey-spanking shenanigans. Check out these 'alternative' sites...

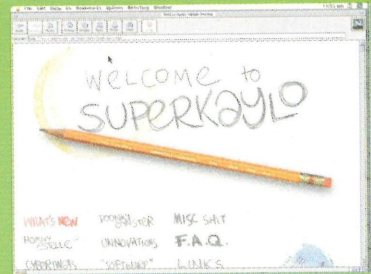


▲ **IGN64** Unofficial stateside N64 site that's well worth bookmarking. Updated daily and contains just about everything you could wish to know about Nintendo's dreambox. Arguably the best source of information on the net.
<http://www.ign64.com/>



▲ **GAMEFAN** Web site of the multi-format Yank mag Die Hard Gamefan. Excellent design makes for easy reading but Nintendo 64 stuff is sometimes a little out of date. The news section, though, is updated several times a day. <http://www.gamefan.com/>

SUPERKAYLO ► Cartoons. They're great. And they don't come much greater than at destination SuperKaylo. Not only is SuperKaylo the ace-ist place in cyberspace but the man behind the pen is non other than multi-faceted **VSIXTYFOUR** super scribe, Charlie Brooker. Bless him.
<http://www.superkaylo.com/>



◀ **OTAKU WORLD** Satisfy your Anime and Manga fixation by heading straight to Otaku World.
<http://www.otakuworld.com/>

Sim City 2000

7

As fun as Sim City 2000 is, and it *is* fun – it hasn't moved on since the PC version appeared back in 94. To make matters worse the only 64 version currently available is all Japped-up, meaning newcomers to the game will be most confused. Watch out for a Western release.

SnowBow Kids

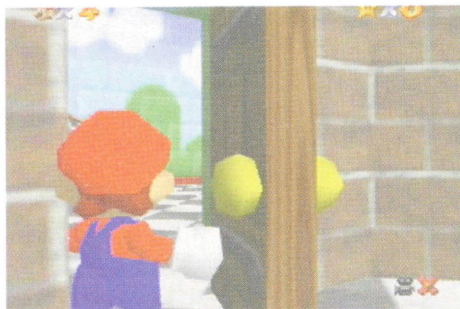
6

A snowboarding game with a *difference*. Super-slick graphics? Fantastic multi-player option? Adrenaline pumping soundtrack? Amazing playability and the ability to perform groovy radical stunts? Erm, no. Actually, the only difference the fact that the central characters all possess really large noses. Hmmm. Next...

Super Mario 64

9

The moustachioed dungaree wearer gives his most marvellous performance yet in this seminal stunner. We heart you *Super Mario 64*.



1080° Snowboarding

9

Forget every other snowboarding game. They just don't, or won't, have a hope in hell of coming anywhere near to Nintendo's masterpiece in terms of reproducing the street-tuff sport of the 90s. Utterly brilliant in every respect. For a true arcade experience in the home, just crank up 1080°, invite round some skiving adolescents, and you'd never know the difference.



Tamagotchi 64

7

Blobs, blobs and more bloody blobs. In fact, the most blobs seen on a UK television since the 70s cult classic, *Return of the Blobs: The Spawn*. Inevitably, the cyber-rearing craze hits the N64, but there's a twist to the virtual-mothering antics on offer – it's a bloody blobby board game innit? Lashings of colour, oodles of love and a barrel load of blobs. Any good? Hmmm, yes, actually.



Tetrisphere

7

Ever played *Tetris* so much that when you stop you begin to imagine everyday inanimate objects are in fact *Tetris* blocks which you must manoeuvre into place? Yes? Well that's kind of what *Tetrisphere* is like. Wicked on drugs. Or so they say...



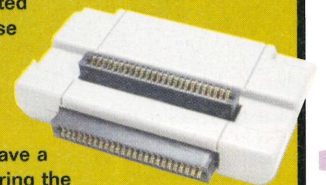
Top Gear Rally

8

Ooh, those Kemco chappies know their stuff when it comes to handling dynamics, particularly when you

Import games

It is, of course, possible to play Japanese and US software on a UK PAL machine, but you'll need to buy a converter to do so. However, beware when buying the latest imported titles because some software houses (especially Nintendo) have a habit of altering the territorial security code on new software.



Contrary to myth, using a converter will not blow up your machine, nor will the very act of plunging one into your 64 damn you for all eternity. However, **DO NOT** attempt to remove a game from a converter before powering down as you may blow an internal fuse. Oh, and if you do have a problem with your machine while it's still under warranty, we'd advise you to not mention you've used a converter. OK? Good.



Let's have it!

Stuff that is most definitely coming to the 64. But we want it now!

Game

When

Zelda - The Ocarina of Time	Spring 98
Resident Evil 64	Christmas 98
ISS 98	Summer 98
Turok 2	Autumn 98
Shadowman	Autumn 98
Castlevania 64	Winter 98
Street Fighter 64	Autumn 98
F-ZERO X	Summer 98
Mission Impossible	Summer 98
Ghouls 'n' Ghosts 64	Christmas 98



consider that their main line of business is coffee growing. A great rallyesque racer that gets better with time. However, a little more effort spent in development could have reaped even greater rewards. Would have earned itself a further point had that unforgivable bug - cars sometimes getting glued to scenery - been removed. Not quite a rich aroma, but lovely with a digestive.



Turok: Dinosaur Hunter

'Dinosaur hunting season is open', we were informed, when *Turok* was unleashed last spring. And so were our jaws, in amazement that is at the awesome experience that is *Turok: Dinosaur Hunter*. Now surpassed by *GoldenEye*, but still worth checking out. Foggier than *Foggy* from *Last of the Summer Wine* though.



War Gods

Noooooo! How much more must we suffer at the hands of fools whose idea of a beat-em-up is a pretty accurate impression of something which, erm... is erm... oh to hell with you all!



Wave Race

Water physics so real you'll be reaching for a sick bag. Only on the 64 could such a game appear. Splashtastic.

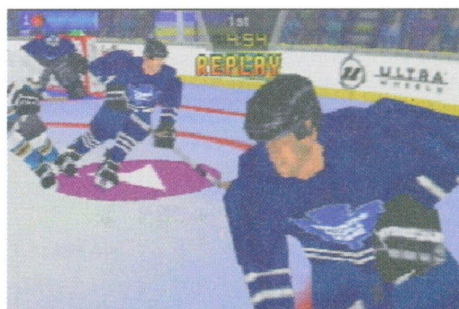


Wayne Gretzky's 3-D Hockey

The Ronaldo of hockey puts his handle to this rather nifty puck-em-up. Should footy on ice be your groove then, go get Gretzky. Sequel reviewed this issue.

Wayne Gretzky 98

Jolly hockey sticks part *deux* featuring the undisputed King of the Puck: Wayne Gretzky. Don't expect too many wholesale changes from the first installment though, with only minor enhancements in the playability stakes besides the obvious update in stats.



WCW vs NWO

As far as wrestling games go THQ's piece of ring action ain't half bad. Fans of the 'sport' will recognise all their favourite grapplers from the two wrestling federations with over 30 to choose from. Far better than *Touken Road* but when all's said and done it's just wrestling. For devotees only.

Wild Choppers

Fnaarr, fnaarr, gunumph and brrrrph. That's the *double entendres* out of the way - now on with the game. A 3D *Desert Strike* would be a pretty apt description of Seta's fly-em-up. Very strong visually, yet pretty puny in terms of control and depth. Much better than *Aerofighter's Assault* though.



Yoshi's Story

Hardcore fluffiness for a jilted generation. Guide a litter of multi-coloured Yoshis through this 2D platformer that plays better than a schoolyard full of kindergarten kids.



CONTACTS

Want to plague the life out of software companies? Well you'll be needing these numbers then.

Acclaim	0171 - 3445000
Electronic Arts	01753 - 549442
Gametek	01753 - 854444
GT Interactive	0171 - 2583791
Interplay	01628 - 423666
Konami	01895 - 853000
Namco	0171 - 9118176
Ocean	0161 - 832 6633
Psygnosis	0151 - 2823000
THE Games (Nintendo UK)	01703 - 653377
THQ	01372 - 745222
Ubi Soft	0181 - 9414004

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Second mouse gets the cheese...

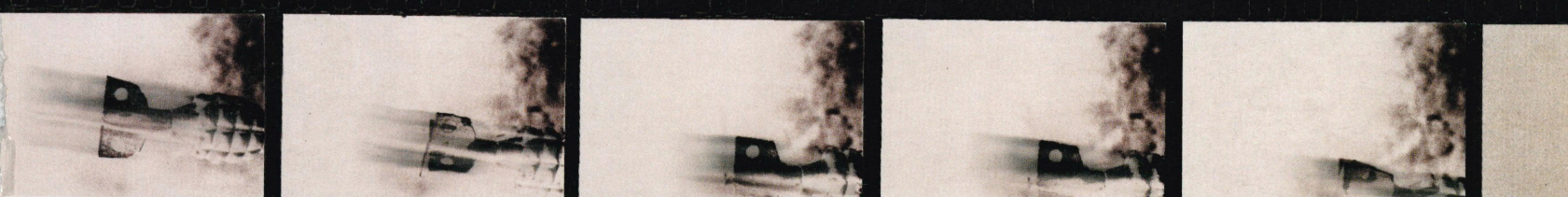


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Lesson 3



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